No.1 FOR PLAYSTATION 2

PSM2

PSM2
MORE GAMES!
MORE INFO!
NO BULL!

DEVIL MAY CRY

WARNING! All hell breaks loose on PS2 – monster playtest!

"GET IN THERE!"

Winning Eleven 5 – reviewed!

F1 WORLD'S FIRST REVIEW!

2001

"Go! Go! Go!" Murray Walker. PS2's essential F1 experience pushed to the limit

WIN!

METAL GEAR SOLID 2

The UK's first full game could be YOURS! – pg106 NOW!

RESIDENT EVIL

First bloody review of **Code: Veronica**

SHARP PS2 REVIEWS!

THE TRUTH ABOUT: Extermination, MDK2 Armageddon, ATV Offroad Fury...

20 PAGES OF TIPS!

VITAL PRO ADVICE: MGS2, Quake 3, SSX, Zone of the Enders, Oni...

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MAY 2001 Issue #09 £3.99

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Media with passion

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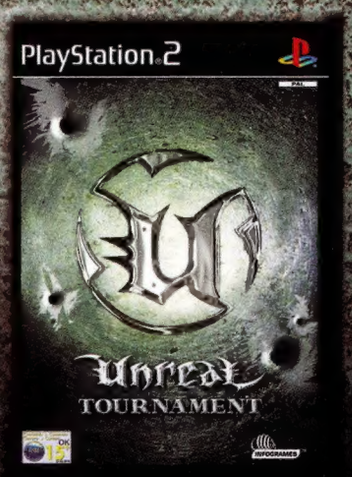
PlayStation 2

INFOGRAMES

Nice try sucker.

Can't say you didn't make an impression. What hope did you have? A million bullets with your name on. A barrage of pulse guns to fry your flesh. A band of marauding warrior savages pursuing you through dark and strange arenas. Life is always appreciated best when it's taken.



Unreal TOURNAMENT

THE GLADIATOR SPORT OF THE FUTURE

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EPIC GAMES

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NEW GAMES!

EVERY PLAYSTATION 2 GAME IN THIS ISSUE OF PSM2

FORMULA ONE 2001: It's the F1 game everyone's been waiting for – get the world's first verdict on Sony's potential smash...

YOUR QUICK FLICK GUIDE!

GAME NAME	PAGE	SECTION
Army Men: Sarges Heroes 2	70	Reviews
ATV Offroad Fury	83	Reviews
Batman: Vengeance	30	Previews
Cart Fury	51	Previews
Commandos 2	28	Previews
Crash Bandicoot	29	Previews
Dead or Alive 2	116	Tips
Devil May Cry	54	Features
EA Sports Rugby	48	Previews
Escape from Monkey Island	50	Previews
ESPN NHL Hockey	75	Reviews
Extermination	82	Reviews
Extreme-G 3	38	Previews
Evergrace 2	51	Previews
Fantavision	116	Tips
Formula One 2001	20	Reviews
Fur Fighters	44	Previews
Giants: Citizen Kabuto	46	Previews
Herdy Gerdy	30	Previews
Kengo	72	Reviews
	97	Tips
Kessen 2	52	Previews
Le Mans 24 Hours	26	Previews
Metal Gear Solid 2	102	Tips
MDK2 Armageddon	66	Reviews
	126	Interview
MoH: Fighter Command	51	Previews
MoH: Frontline	51	Previews
MTV Music Generator 2	06	Def Moment
	30	Previews
NBA Hoopz	97	Tips
NBA Street	40	Previews
Oni	97	Tips
Quake 3 Revolution	108	Tips
Ready 2 Rumble: Round 2	98	Tips
Resident Evil Code: VC	76	Reviews
RLH	42	Previews
Shadow Man 2	29	Previews
Shadow of Memories	112	Tips
Sky Odyssey	99	Tips
SSX	96	Tips
Star Wars: Starfighter	60	Reviews
	96	Tips
Summoner	114	Tips
Super Bombad Racing	34	Previews
Tekken Tag Tournament	98	Tips
Test Drive	52	Previews
Theme Park World	117	Tips
TimeSplitters	98	Tips
Unreal Tournament	117	Tips
Warriors of Might & Magic	68	Reviews
Winning Eleven 5	80	Reviews
X-Squad	117	Tips
Zone of the Enders	96	Tips

What PSM2 stands for...

If you're reading this, you, like us, clearly give a damn about the little details. It's that level of detail which PSM2 is all about. We want to show you what it's like to feel the rain on the screen in *Metal Gear Solid 2*, watch the sun set on your village in *Dark Cloud*, and floor an Audi TT around central London in *The Getaway*. PSM2's all about cracking 268 in *Tekken Bowl*, getting a review score totally *right*, staying up too late and the brilliance of THAT blue light. It's your fat-free guide to the Emotion Engine experience.

What PSM2 isn't about, is piss-poor, seen-it-before features on girls 'n' games or game violence. It's not about *those Japs* being mad or D-list celebrities playing some random title. Instead, we'll cut out the usual clichéd trash and get on with the stuff that matters to PS2 people.

We know more than anyone else about PS2 and PS2 gaming, and all the journalists that write for the magazine are the most informed and passionately honest game fans you'll meet. PSM2 plays longer, harder, faster than any other mag. You won't be bored for a second.

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20 PAGES OF TIPS!
VITAL PRO ADVICE: MGS2, Quake 3, SSX, Zone of the Enders, Oni...
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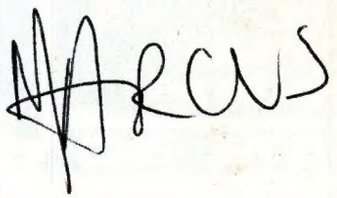
PSM2 COVER GAME! PG20

THE JAPANESE ARE COMING. AND AT LAST THEY'RE BRINGING THE TRULY BIG GUNS WITH THEM.

***Devil May Cry*, *Resident Evil Code: Veronica Complete* and *Winning Eleven 5*. Three melon-shudderingly huge titles which came screaming into the PSM2 office this month, straight outta Japan. They're hugely important games – big names with much to live up to. Here's where you find out if they do, with reviews of *Resi Evil* and Konami's Japanese release of true *ISS*, as well as PSM2's hugely anticipated first reaction to Capcom's *DMC*.**

Actually, you can expect a lot more AAA PlayStation 2 action over the next few issues. It's the time of the world's big videogame trade shows you see, when key developers and publishers unveil their PS2 plans for the coming year or so. PSM2 lifts the lid on the spring Tokyo Game Show this issue, with the first feedback and opinions of the playable PS2 stuff on show. *Final Fantasy 10*, *Silent Hill 2* and *Ace Combat 4*? Don't mind if we do, cheers...

We also reveal the big games that'll debut at the E3 event, due to be held in LA in May. This is the pinnacle in the gaming event calender, and generally throws up a few surprises. PSM2 brings you its predictions of the titles we believe will make an impact. See if you agree... **PSM2**



Marcus Hawkins Editor
marcus.hawkins@futurenet.co.uk

IN A NUTSHELL

PSM2 is...

... intelligent, enthusiastic, comprehensive, escapist, entertaining. Japanese savvy, it's written and read by committed gamers and is passionately honest about PlayStation 2. It also likes to make its readers laugh out loud.

PSM2 is...

... the place to come for the quirky and non-mainstream side of PlayStation 2, as well as the big name games. It knows as much about *Baki the Grappler* as it does about *Tekken Tag* – if you read PSM2 you *will* know more.

PLAYSTATION 2 MAGAZINE

PSM2

CONTENTS

スカラシサ

PLAYING PS2 LONGER, HARDER, FASTER

タテイスカンチニシミモ

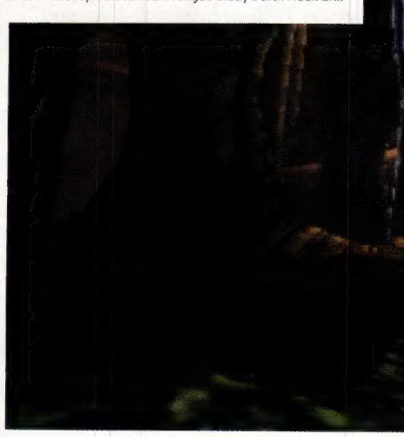
PSM2 COVER GAME

FORMULA ONE 2001: "It's impossible to complete a circuit without using the brake, so *Ridge Racer* fans had better get over it now..."

EXTERMINATION ..... **PAGE 82**
Find out how we rate Sony's chilly take on *Res Evil*...

NBA STREET ..... **PAGE 40**
Basketball from the boys behind *SSX*. Great pics and info.

SUPER BOMBAD RACING ..... **PAGE 34**
Shoot Yoda! Spit on Jar Jar! Tongue diddy Darth Maul! Er...



PAGE 20 FORMULA ONE 2001

Furious F1 action from Sony's Studio Liverpool. It's fast, demanding and the finest of its kind on PS2. Get stuck into the world's first review to hear why...

QUAKE 3 REVOLUTION ..... **PAGE 108**
Hard-hitting tips from the game developers themselves.

WINNING ELEVEN 5 ..... **PAGE 80**
Get our verdict on the brand new *ISS*, just out in Japan.

27 PAGES RAMMED WITH TOP NEW GAMES!
It all kicks off on pg26...

RESIDENT EVIL
Join Chris Redfield and the S.T.A.R.S. team for the PSM2 review – pg76.

METAL GEAR SOLID 2 ..... **PAGE 102**
Win the first UK copy of the finished game - only with us!

EA SPORTS RUGBY ..... **PAGE 48**
We reveal the next big thing from the kings of sport.

FUR FIGHTERS ..... **PAGE 44**
There's nothing like it on PS2 - take a look...

ON YOUR DVD:

There's a smart mix of top quality game demos, tips and more on this month's packed disc – slip it into your PS2, sit back with a copy of the mag and escape into the world of PlayStation 2 for an hour or so...

For more info pg16

HIGHLIGHTS INCLUDE:

MTV Music Generator 2 ... 3D Demo
Metal Gear Solid 2 ... Challenges
Super Bombad Racing ... Preview
Fur Fighters ... Preview
Starfighter ... Tips
SSX ... Tips

PAGE 54 DEVIL MAY CRY

Capcom's killer thriller arrives in style – we've played it to death and we're not afraid to let you know what we think...

INDEX シクモカ

THIS MONTH IN PSM2

12 GLOBAL

EVIL MOVIE **12**
We put you in the picture about the Resident Evil film. Latest news and – yes – a pic of a woman with a gun! Fantastic.
Duke Nukem flick 13
E3 update 13
Rumours 13
Bytesize 14

26 COMING SOON

STAR WARS: SUPER BOMBAD RACING **34**
It's one of the longest names we've had to deal with in a while, but hell, that hasn't prevented us from bringing you a hands-on report on PS2's first 'kartster'.

COMMANDOS 2 ..... **28**
We've been to see the development team behind the awesome WW2 action game. See what we discovered...
Le Mans 29
Extreme-G 3 38
NBA Street 40
RLH 42
Fur Fighters 44
Giants: Citizen Kabuto 46
EA Sports Rugby 48
Escape from Monkey Island 50
Cart Fury 51
Evergrace 2 51
Medal of Honor: Frontline 51
MoH: Fighter Command 51
Test Drive 52

EVERY ISSUE

Defining Moment 6
Letters 8
Absolute PS2 93
Subscriptions 118
Bog Read 124
Next Issue 129
The Last Laugh 130

54 FEATURES

DMC **54**
Two guns, two personalities, one fat sword. Dante's the angry PS2 hero you'll be dying to play. Pity about his floppy hair, mind...

INTERVIEWS

Greg P Zeschuk
MDK2 Armageddon 126

58 REVIEWS

STAR WARS: STARFIGHTER **60**
It might wibble on a bit too much about the Trade Federation (*yawn*), but it still throws you into the most epic battles you've seen on PS2.

MDK2 ARMAGEDDON **66**
PSM2's reviews are rigorous and our ratings are *right*. Go on, guess what *MDK2* got...
Warriors of Might & Magic 68
Army Men: Sarge's Heroes 2 70
Kengo 72
ESPN NHL Hockey 75
Resident Evil CVC 76
Winning Eleven 5 80
Extermination 82
ATV Offroad Fury 84

96 TIPS

STARFIGHTER **96**
First cheat codes to unlock evil Darth Maul's formidable Interceptor – and more!
Zone of the Enders 96
Sky Odyssey 99
Metal Gear Solid 2 102
Quake 3 Revolution 108
Shadow of Memories 112
Summoner 114
SSX 117
TimeSplitters 117

DVD
THE PICK OF THIS MONTH'S DVD RELEASES REVIEWED 84

PSONE REVIEWS 88
Your backward compatible guide to this month's cream of the PSone crop, including Panzer Front, Time Crisis: Project Titan and Simpsons Wrestling...

ON THE COVER

20 FORMULA ONE 2001
So here it is, the F1 game everyone's talking about. Find out how it lives up to the hype and if it really is the premier racing experience on PlayStation 2.

54 DEVIL MAY CRY
So what's it really like? How does it play? Is Dante as cool as he looks? All these questions and more answered...

76 RESIDENT EVIL
The first PS2 instalment in Capcom's nerve-shredding series has just hit Japan. We've bring you the definitive verdict.

102 WIN! METAL GEAR SOLID 2
Think you're good, eh? Prove it. Take up the PSM2 challenge to win autographed *MGS* boxed sets and more...

ISSUE #09
"AND THE SUN IS SHINING..."
The third car to make it onto a PSM2 cover. Like the man from Delmonte, we only select the finest products, and we 'til now *Formula One 2001* has appeared to be just that. We tell you if it truly is.

DEFINING MOMENT

THAT SPARK OF GENIUS THAT CAN ONLY BE PS2...

SEND IN YOUR OWN DEFINING MOMENTS TO:
PSM2 Magazine,
Defining Moment,
30 Monmouth Street,
Bath BA1 2BW

#09 GORILLAZ FOR MTV MUSIC GENERATOR 2? OH, YES. PS2 ROCKS.

Street chic and Sony have always gone hand-in-hand, but they've had their hits and misses when it comes to being, er... fly.

- **Name** Duncan Baizley
- **Age** 29
- **Occupation** Production Editor, PSM2 Magazine

So why's the line-up for *MTV Music 2* so important to Sony retaining their clubland credibility?
Well, they've always tried to carve out a sneaky counter-culture bunker – Guerrilla ad campaigns of people with ⊗s for nipples, linked PSones running *WipEout* at Ministry of Sound, celebrities like Fat Boy Slim and Roni Size supplying tracks for *Rollcage*... And then we get the Third Place.

OK, so Lynch does carry a certain warped kudos, but we can't help but feel that Sony somehow managed to miss the mark with this disturbing vision. Plus, the only people who look sharp in black ties are Tim Roth and Tommy Lee Jones.

Yes, we've had the slick work of Rahzel and Mix Master Mike in *SSX*, plus the radical designs of Johnny Hardstaff, but there's still a lot of ground that's been lost.

As a result PS2, even at this early stage in its life, is starting to look a little tweed and elbow patches in a world of spandex hot pants and skintight Mötorhead T-shirts. It's obvious that something needs to happen, and that something is another class constructor of banging tunes from the masters of code.

We're still not convinced...
No? Well thanks to our DVD exclusive we had a chance to mug liggers for VIP passes, buddy up to the talent and grab a copy of the *MTV* guest list. So you want to know who's going to be stroking your ears and putting the funk back into gaming in the very near future? Finally waking up to the fact that PS2's now cooler than Walt Disney's frozen head? Well, you'd best leave me alone, get over to pg30 and let me get back to my latino-gabba remix of Chas 'n' Dave's *I Miss You Girl*. **PSM2**

"SO YOU WANT TO KNOW WHO'S GOING TO BE STROKING YOUR EARS AND PUTTING THE FUNK BACK INTO GAMING? GET OVER TO PG30"

PREVIOUS PSM2 DEFINING MOMENTS

#01 TEKKEN TAG INTRO SEQUENCE
The first glimpse of PS2's awesome graphics engine.

#02 THE METAL GEAR SOLID 2 TRAILER
Hideo Kojima lays down a simply stunning challenge.

#03 WHEN YOU WANDER OFF-PISTE IN SSX
The massive gameplay potential of PS2's first killer app.

#04 SEEING THE DETAIL IN GRAN TURISMO 3
It's real! Christ, we've never seen anything like it.

#05 THE THIRD PLACE
David Lynch interprets Sony's vision with startling results.

#06 PLAYING METAL GEAR SOLID 2
Snaaaaake! Everything you heard... is true.

#07 HANDS-ON WITH STAR WARS: STARFIGHTER
Gameplay *and* graphics? It's a thing of beauty.

#08 THE LIVING, BREATHING EMOTIONS OF ONIMUSHA: WARLORDS
The sly smile; the looks of fear and concern; the *reality*.

DON'T MISS

GAMES THAT DEFINE PS2...

DEVIL MAY CRY pg54
Capcom's bruising slasher! Destroy those puppets!

CODE: VERONICA pg76
The first *Resi* on PS2 turns the fear up to 11.

NBA Hoopz

THE RESULTS DON'T SHOW UP ON A SCOREBOARD.

TRY THE RICHTER SCALE.

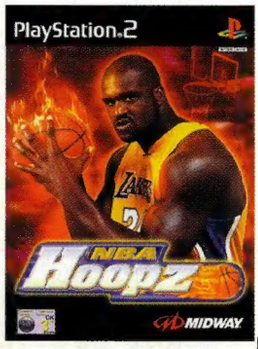
Torment friends with our revolutionary new savable instant replay feature.

Get Skillz playing in mini-games like Hoopz practice and 2ball.

We motion captured Shaq-Diesel's MVP moves for your rim-rattling pleasure.

Use the new Hoopz button to make sure the rock will end up in your hands.

The only dedicated 3-on-3 EXTREME-STYLE BASKETBALL GAME this season.



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LETTERS

THE LOUDEST VOICES IN THE PLAYSTATION 2 UNIVERSE

FREE PS2 GAME!

From now on, each issue will see the author of the Star Letter being lucky enough to receive the PS2 game of their choice from those beautiful people at Electronics Boutique. Simply tag which game you'd like to the bottom of your letter and, if you're lucky, Electronics Boutique will be sending you a copy to your door. We're too good to you people. Now get writing...

STAR LETTER

"LET'S HOPE PS2 GAMES COME OUT TOP-NOTCH AND BUG FREE"

Dear PSM2

As a PC owner, I wait in anticipation of some of the crossover titles to PS2, namely *Half-Life*, *Hidden and Dangerous* and *Baldur's Gate Legends*. But as the debate goes on about postponed titles (Bog Read, PSM2#07), I for one think that it's better to wait for the finished product without bugs, than to put out a game out on time that's riddled with them.

This usually always happens with PC titles, with developers just posting patches on the Internet which can lead to downright poor performance. Although PC's have the capability to just patch things up if they go wrong, or if bugs are found by consumers and gameplayers alike, the same doesn't go for a console. When the Hard Drive add-on for PS2 comes out will this make developers lazy in their goal to complete games? Will they simply release them with bugs and just create patches to fix the problem?

Some patches, such as *Team Fortress Classic* and *Counter-Strike* for *Half-Life*, were a good thing, and allowed tired games a new lease of life. But let's hope PS2 games, even though delayed by a some months, come out top-notch and bug-free.

Tam Ferguson
Via e-mail

As far as we can see, episodes of titles will be downloaded as complete games, rather than PC-like patches. So Xbox-like downloads don't seem to be an issue. As for delays, we'd like perfection, on time. We're greedy like that. Get in touch, Tam, with your choice of game from Electronics Boutique.

This is your chance to air your views on the hot potato of the moment: *MGS2*. Is the demo on *Z.O.E.* everything you thought it would be?

E-MAIL: PSM2@FUTURENET.CO.UK

WRITE TO: LETTERS, PSM2, FUTURE PUBLISHING LTD, 30 MONMOUTH ST, BATH BA1 2BW

No.1 FOR PLAYSTATION 2
PSM2
PLAYING PS2 LONGER, HARDER, FASTER
QUAKE 3
CRAZY TAXI
Mental. Sexy. Cool. Why you'll go nuts for Sega's racer on PS2...
ONLY IN PSM2
74 Playstation 2 games reviewed and rated
32 blood-curling moments from Onimusha
BEST PS2 REVIEWS!
19 PAGES OF TIPS!
SONY+SEGA+NAMCO=?

GUN IN 60 SECONDS

Dear PSM2

When are the PS2 lightguns coming out? Will they be compatible with *Silent Scope*?

Iain Moss
Burgess Hill

Logic 3 already have a PS2 compatible lightgun available. The P99K Light Blaster Gun, modelled on Bond's shooter from *The World Is Not Enough*, is compatible with PSone and PS2 games and it'll set you back £19.99. We gave it the once-over in PSM2#05.

Unfortunately, *Silent Scope*, or any PS2 game come to think of it, isn't G-Con compatible.

TYPE POSITIVE

Dear PSM2

After finding out that the PS2 package contained YABASIC, and that the programming language would be similar to that of QBASIC, I slapped in the demo and loaded up YABASIC only to find I needed a keyboard. I've asked many computer stores where, and how, I can get a PS2 keyboard but they don't appear to know.

Ben Browning
Via e-mail

In PSM2#07 and 08 we've been slowly moving your bathing hut-bound brains down to the gently lapping azure waters of YABASIC. You can input using your DualShock 2, but, frankly, unless you want to drive yourself mental we wouldn't recommend it. Any USB keyboard will do. Apple iMac keyboards work a treat, and look groovy, too.

BOARD-GASM ADDICT

Dear PSM2

Can I firstly commend you on your second-to-none PlayStation 2 monthly. I've been an owner since December and I've bought your mag since PSM2#03, which was probably the main reason why I chose *SSX* as my first software purchase – thank you. I know you've heard it a thousand times, but *SSX* is, in my opinion, the best game available and an essential buy for all PS2 owners. I work as an engineer and subsequently spend a lot of time away from home, but since seeing your *SSX* challenge I've been taking my PS2 with me.

Tell me, why can't all games be this good?

Barry 'Balbowski' Stainer
Basingstoke

The *SSX* challenge has thrown up some intense runs from all over Europe, and proves that *SSX* is not only the business, but PSM2 will have you playing the great titles until you're able to knock nails into a wall with your thumbs.

The results are finally in, the decision's been made. The winners of the EA snowboard and games are... on pg100. Try to sneak in an extra 360° on your way there.

WRITE TO PSM2 WITH: YOUR PS2 HOPES AND FEARS... YOUR THOUGHTS ON THE ISSUE... INTELLIGENT QUESTIONS...

VIVA LAS SEGA'S

Dear PSM2

I've been playing *Phantasy Star Online* on Dreamcast, and it's one of the best game I've ever seen. It'd be great if a game like that came out on PlayStation 2 when the Hard Drive's eventually released.

Matthew Spriggs
Ardingly

VIVA LAS SEGA'S... AGAIN

Dear PSM2

Just read your article on *Crazy Taxi* (PSM2#08), and wondered, will *Shenmue* be coming out on PS2 and, if it is, when?

Ian Lammin
Via e-mail

Sega have yet to release much information about how, and when, they intend to use their existing, and new, titles on PS2. We suggest you stay close to Incoming and Coming Soon News as we make sense of the rubbish we've been collecting after going through Sega's bins.

JEUX SANS FRONTIÈRES

Dear PSM2

If any of you reading this can remember back to the 8-bit era, do you recall a game called *Frontier*, which was *Elite's* [ancient wire-frame space epic on BBC Micro and Acorn Electron] sequel? It was a game of infinite playability with intergalactic trading, missions to upgrade your craft and a massive play area.

This is the kind of title I'd like to see get a PlayStation 2 release. I'm sure it'd be a bestseller.

Chris W
Wakefield

***Elite* was one of the PSM2 team's entire life until a rogue copy of *Brian Jacks' Superstars* did for his Acorn Electron. But, despite the painful memories, both *Elite* and *Frontier* were triumphs of gameplay over limited visuals. Unfortunately, original creators Ian Bell and David Braben had a tiff over *Frontier* and left it at that. Recently there's been the occasional rumour of something happening, but it's doubtful it'll be a partnership. There's still a distant possibility that we haven't seen the last of the great Bell/Braben classic space opera.**

LOVE AND LOSS

Dear PSM2

Last night I loaded *Final Fantasy 9*, looking forward to roaming the world in my newly acquired airship, only to be told that no *FF9* files appeared on my official PSone Sony Memory Card. 40 hours of roaming, endless fighting and collecting cards gone. I don't think I can face retracing my steps, so *FF9* is pretty much ruined for me. Have you any idea why all my files have vanished on my PS2?

Richard Hewat
Troon

Aaargh! Nightmare! We feel your pain, Richard. There appears to be some minor discrepancies in the cross-platform compatibility of PSone saves on PS2 official Memory Cards. We've been in tears over the loss of our *TimeSplitters* data, which was also a victim of the fickle nature of Sony's MagicGate technology. We're currently

compiling data on the reliability of the early cards, which we're hoping will give us an idea of which games are susceptible to data loss. If anyone else has a saving horror story, let us know. We'll be running a report soon if Sony don't iron out these problems.

SPECS SAVER

Dear PSM2

I can't believe the amount of people who've made a sport out of cussing Sony and PS2. Do you remember when Sony first announced the specs? The industry went crazy, saying it'll change the way we make games. Now some are moaning because it has, forcing them to make use of the technology. But *GT3* looks three-times as good, and the graphics and special effects of *MGS2*, *Devil May Cry* and many others show that PS2 is as good as Sony claimed it would be. Sony didn't over-hype the machine, people just went nuts over the specs. Technology moves fast, remember...

Andrew Davis

Via e-mail

With Sony planning a hardware assault in partnership with Namco and Sega, things look far from being the bleak picture many predicted when PS2 launched. The release schedules are crammed to bursting with some potentially incredible titles. We're just thankful that Sony look ready to deliver.

D'YA COME HERE ORPHEN?

Dear PSM2

Paying £39.99 for *Orphen* is a complete joke – I was cheated out of three quid for renting it, and that was more than enough. I should've listened to you when you reviewed it. I await *MGS2*, *GT3* and *Final Fantasy 10* with baited breath.

M Eastwood

Via e-mail

Lesson learned, Mr Eastwood.

PICTURE IMPERFECT

Dear PSM2

Your mag is easily the best, most informative and definitive PS2 magazine money can buy, but why do you concentrate so much on graphics in your reviews? Most gamers don't mind dodgy graphics if a game plays perfectly.

Pantaloop

Via e-mail

The PS2 has a cake-and-eat-it processor. It's the key to an immersive experience, rather than half an experience. We'd just like to see developers spending their millions on complete gaming experiences, rather than going for one or the other. Our reviews always reflect if a dodgy looking game plays like a multi-player peach (*WDL Thunder Tanks*, PSM2#07), or looks lovely, but plays arse (*The Bouncer*, PSM2#06). We take everything into account.

LOVE IS IN THE GLARE: *GT3's* still getting you excited, even though it's been delayed *again*.

PROTECT AND SERVE

Dear PSM2

Thanks to your quick reply and help I now have a PS2 with perfect DVD playback. The folk at Sony's help desk were great. They listened to the issues and were concerned that I wasn't happy with my current PS2 unit. I just wanted to let you know about the experience I had with them and hope they carry on with their high level of support. Thanks again.

Enda Hehir

Ireland

It's because we care, Enda. And, to be honest, it's a joy to hear a Sony Technical Support story with a happy ending.

ALL APOLOGIES

Dear PSM2

Forgive me, for I have sinned. In the excitement of seeing a shiny new copy of PSM2 glimmering on my local newsagents shelves, I forgot to check and see whether it actually was a PSM2 magazine or not. I ended up with a copy of [insert name of mag here], much to my, and my wallets, disgust. Mighty PSM2, will you ever forgive me for betraying my faith and buying such trash? Also I would just like to take this opportunity to inform all readers of what garbage [insert name of mag here] really is. Upon reading the first few pages I was amazed how many mistakes I found. And when I read further my optimism shrunk even more. They decided to create possible scenarios for the upcoming *Dead or Alive* movie – there were five in total, and I can say that not one of 'em *didn't* contain a bad breast pun. I expected more of grown men than perving at animated cleavage. I don't usually complain about this sort of thing but imagine how many young children that buy this magazine are exposed to it. I'm not going to beg you to print this letter, I just hope that one way or another the world finds out how crap [insert name of mag here] really is. The fact that they're a bit sad isn't all that's wrong with the magazine. It's just that it's rubbish.

Bobby De'Ath

Via e-mail

Let this be a stern warning to anyone who doesn't need 'breathe in' and 'breathe out' written on their shoes so they can walk without asphyxiating themselves. If it doesn't say PSM2 on it, it's an inferior left-hand product that just doesn't have its finger on the pulse of PS2 gaming. We know that, morally, all confessionals are confidential, but Bobby's sorry tale is a lesson to everyone. Consider yourself absolved. Just make sure you check the name before you buy.

STRING FELLOWS

Dear PSM2

The magazine is excellent, and the best out. Thanks to your review of *The Bouncer* I spent my money on *Zone of the Enders*, which is class.

With regards to schools not offering programming (Malcolm Brown, Letters PSM2#08), my school

Crazy Taxi

Sega's assault on PS2 looks like continuing unabated. But what's next?

LETTERS

THE LOUDEST VOICE

STATIONARY: The PocketStation doesn't look likely to make it to Europe for some time.

does. It's part of the A Level Computing course – it's simple, but at least it's a start. Maybe when I leave school I'll end up at Konami.
Jonathan Morgan
Merthyr Tydfil

It's a beautiful dream, Jonathan. Remember us when you're part of Hideo Kojima's glorious team.

A NORWEGIAN WOULD...

Dear PSM2
I've been a subscriber to your excellent mag since PSM2#01. I live in Norway, but I'm coming to England soon, so if I buy a PS2 in England (much cheaper), can I use it in Norway with an adapter?
Christian
Norway

All mainland European PS2s are PAL, so in theory you'll have no problems. Our only concern is once your year's guarantee with Sony expires you'll be at the mercy of a Norwegian with a soldering iron. A dream for some, a horror for others.

POCKET MAN

Dear PSM2
What's up with the PocketStation? I heard it was being released with PS2, but I can't find one anywhere. Is it coming out?
Dan Lotarewicz
Kidderminster

Sony has no plan of releasing PocketStation in Europe or America and it's still difficult to buy one in Japan due to the complex nature of the manufacturing process. The likelihood is that we may never see it in its current form – best get a Memory Card and a Tamagotchi instead.

CODE, VERONICA?

Dear PSM2
Thanks for the YABASIC feature (PSM2#08), it's amazing how much coding goes into something as simple as *Poing*. Just imagine how much code goes into *Gran Turismo 3* – no wonder it takes ages to make a decent game.
AJ Pennington
Via e-mail

***GT3*? The PSM2 *Poing* challenge should see us through until its July release.**

LEAD STORY

Dear PSM2
I took your advice and shelled out for a good quality S-Video cable to eliminate all that RF/SCART arsing about. Unfortunately, all I get is a black and white picture. I'm back using the composite that I had with my PS2 and now I've got an expensive lead lying around doing nothing. You're my only hope. Please cheer me up and find a way of employing my posh lead.
Tanya Deering
Via e-mail

Right. You're not the first person who's had this problem, Tanya. What you need to do is check to see if your TV is S-Video compatible. You'll find this out through your TV's setup menus. Scroll through the input options and you should find a compatible input that'll display in glorious colour. Problem solved.

OTTAWA TO GO

Dear PSM2
How's it going, eh? Just had to send you a letter all the way from The Great White North. I live in Ottawa, Canada, and just wanted to let you know that when it comes to great mags – you rock! I only wish American mags were just as good.
Dan Meloche
Ottowa

Flattery will get you printed. Are *you* from zillions of miles away and reading PSM2? Get in touch.

All correspondence is assumed to be for publication unless marked otherwise. PSM2 reserve the right to edit readers' letters for length and clarity.

DON'T WRITE TO PSM2 WITH: WHY CAN'T MY PSONE PLAY PS2 GAMES... X BOX WILL DESTROY US ALL... CONSOLE SLAGGING

GOIN' POSTAL

Loose chippings from the missive motorway that lodged in a tyre or, more seriously, took a flippin' nick out of the PSM2 windscreen.

PUBLIC IMAGE

Dear PSM2
Would mentioning the Bits girls be a big enough reason to print a picture of these lovely lasses?
Mickey
Plymouth

Wrong mag, mate. We share our Bits girls pictures with no-one.

STICKY PUDDING

Dear PSM2
You inferred that Analogue acceleration and braking in *GT3* is something new. I've been using Analogue sticks on racers since *Porsche Challenge*.
Ray
Liverpool

Pay attention. That's 256 degrees of pressure that only DualShock 2 can achieve.

MUNCH ADO ABOUT NOTHING

Dear PSM2
Any idea when *Munch's Oddysee* is coming out?
Lee Betteridge
Cumbria

For the love of God. Have you been living under the sea? Xbox has thankfully saved us from any more of Lorne Lanning's pseudo-new age, quasi-religious spoutings forever. Thank you, Xbox.

PONG LIFE

Dear PSM2
Do you have instructions on how to make a game with YABASIC?
Lewys Rees
Yorkshire

PSM2#08. Run, screaming, to Back Issues, pg120.

SHOW ME THE MOANING

Dear PSM2
Every time I open your mag and turn to the letters, I see everyone complaining about their PS2s...
Kyle Moore
Via e-mail

The PSM2 sunshine machine isn't bust, it's just that common problems can be solved simply (see Enda Hehir's letter this issue) with a little good advice. Not everyone's been fortunate to have a trouble-free PS2 experience. We like to maintain a balance.

CHEEKY BEGGAR

Dear PSM2
If you want, you can send me the demo of *MGS2*.
Stuart Holloway
Wimbledon

Well, since you asked so nicely... hang on, do you think we're mad? Climb in a box and sneak to pg106, there's something there that might interest you.

CHEEKY BEGGAR

Dear PSM2
I want to say to all those people that think £300 for PS2 is a rip off are talking out of their arses.
Dominic Harrison
Via e-mail

That's closed that argument once and for. Now, how about your own unique worldview on Xbox..?

PLAYSTATION 2 MAGAZINE
PSM2

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Special thanks to Jonathan @ Sony, Rich @ Rocket, Doug Perry @ ps2.ign.com, Edge Magazine

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Tel: (01225 442244) • Fax: (01225 732384)

Printed in the UK by BT Heron & Co
Distributed by Seymour Distribution, 86 Newman Street, London W1P 3LD, tel 020 7907 6000

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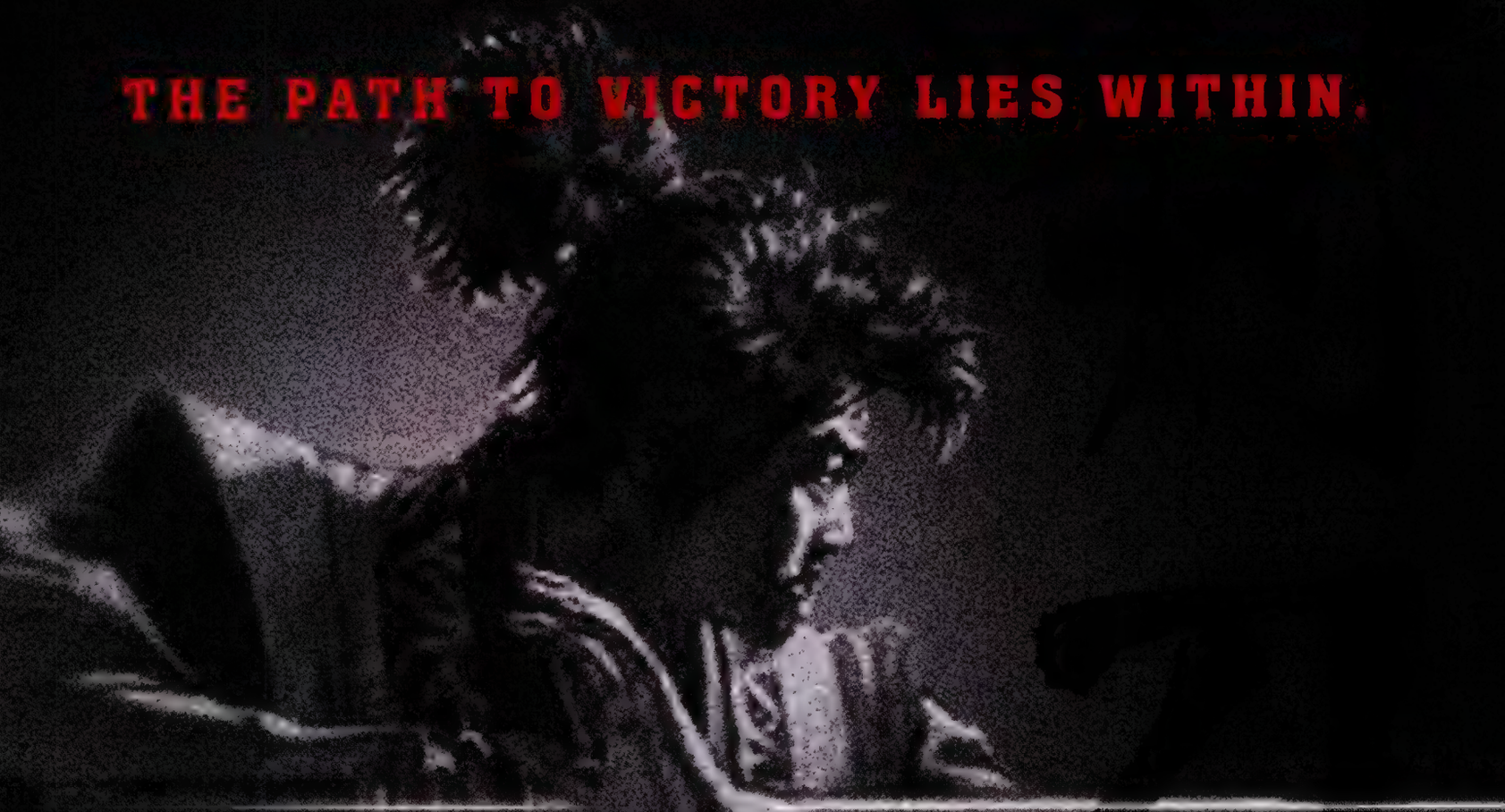
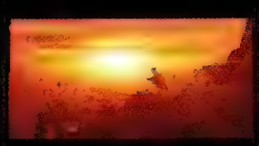
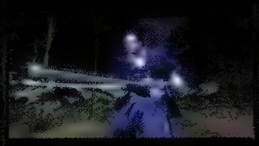
THE PATH TO VICTORY LIES WITHIN.







Kengo

MASTER OF BUSHIDO

"Kengo looks like it is going to satisfy people expectations in all areas."
- Official PlayStation 2 Magazine

PlayStation 2

Released March 2001

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PLAYSTATION 2 MAGAZINE
PSM2
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GLOBAL

THE WIDE WIDE WORLD OF PLAYSTATION2

GLOBAL WARNING!

A GOWN LIKES ALICE: Milla Jovovich dresses to impress, but somehow we're not entirely convinced.

A GOWN LIKES ALICE: Milla Jovovich dresses to impress, but somehow we're not entirely convinced.

VIDEO NASTIES? Could this be another spate of gawd-awful game-to-film conversions? We could be surprised.

>MOVIE NEWS フハワヌキニラ

EVIL TAKES RESIDENCE

The first picture of the Resident Evil movie is revealed, while Hollywood goes mad for Tomb Raider, Final Fantasy and... er, Duke Nukem.

After months of speculation, we've got the first look at Milla Jovovich in her zombie-tackling Sunday best. The combination of ballgown, hot pants and big guns suggests the film will take a gung-ho approach to survival horror. Ms Jovovich plays amnesiac Alice, who gets involved in a commando raid on a government building where a mad computer is turning scientists into undead filth. Subtitled Resident Evil: Ground Zero, the movie will be scored by Clint 'Requiem for a Dream' Mansell, and is hotly tipped to feature David Boreanaz – Buffy's Angel – as a commando or police officer.

Thankfully, the Tomb Raider movie is sticking closer to its gaming heritage. The cast have returned from Iceland, where Lara – Angelina Jolie – explores a large crater looking for ice caves that lead to an extra-terrestrial discovery. Apparently, she uses 'amphibious boats' and dogsleds to escape from the film's arch villain Manfred Powell, played by Iain Glen. Director Simon West is culling the most exciting scenes from the PSone games to satiate loyal fans.

While costs for the Final Fantasy movie have topped the $100 million mark, another game has made the big screen leap. Dimension Films have bought the rights to a Duke Nukem film, to be produced by Larry Kasanoff, of True Lies and Mortal Kombat 'fame'.

PSM2 RECKONS The [illegible] the potential to be [illegible] adventure, could save the [illegible] reputation of video games. Only then. Duke's [illegible] Queen [illegible]

MAKING AN EXHIBITION: E3's going to be a crucial time for Sony to satisfy the industry's expectations.

GLOBAL WARNING! E3 2001 will run from May 17-19, with a keynote speech from the CEO of Sony's American operation, Kaz Harai.

›TECHNOLOGY NEWS ﾆｭｰｽ

E3 KINGS

The World's greatest videogame event takes place on May 17, when the future of PS2 will be gloriously revealed. Time to be excited.

For three days in May, the Los Angeles Convention Centre becomes the heart of the gaming universe with the E3 Expo. All the videogame giants will gather to show off their wares. More than 62,000 retailers, developers, investors, distributors and media representatives from over 100 other countries are expected. It's huge.

The show is the traditional venue for startling announcements, only last year Hideo Kojima unveiled *MGS2* to the stunned E3 crowd. If you want to make an impact, you do it in Los Angeles. This year, all eyes are on Sony. With Bill Gates expected to make some key Xbox announcements, and Nintendo poised to unveil Gamecube, PS2 needs to deliver the goods. We can expect new details from titles such as *Metal Gear Solid 2* and *The Getaway*, but the focus will be on unannounced games such as *Tekken 4* – and secret big game licences being negotiated as we speak. Don't be surprised to learn some startling Hard Drive news, or see some daring new peripherals like the magic wand which was featured in Coming Soon News in PSM2#07.

Naturally, PSM2 will bring you exclusive details from the big event – talking to all the names that matter – but until then, we've scooped the brains of the game industry to bring you the hottest E3 rumours. Enjoy.

PSM2 RECKONS *This is make or break time for Sony. They need to deliver a host of AAA titles to beat off the competition. The world needs a new* Metal Gear Solid 2, *and we know it's coming.*

›DEVELOPMENT NEWS ﾆｭｰｽ

E3 RUMOUR OVERLOAD

Red-hot unconfirmed rumblings from the gaming underground

ACCLAIM should premiere a sequel to *Vanishing Point*, the well received PSone racer. ACTIVISION might show *Tony Hawk's Pro Skater 3*, a Shaun Palmer-endorsed snowboarding title and an X-Men *Wolverine* game scripted by comic veteran Larry Hama – who worked on Batman and Wolverine comics – featuring bad guys Sabretooth, Wendigo, Juggernaut, Omega Red, Lady Deathstrike, and Magneto. The game apparently looks "rocking". CAPCOM to reveal a *Street Fighter* game and details of *Resident Evil 4*. CODEMASTERS won't have a stand but are working on a new Colin McCrae title. CORE DESIGN with *Herdy Gerdy*, *Thunderhawk 3* and possibly a *Tomb Raider: Next Gen* trailer. CRITERION to premier a AAA quality 'mystery' title and more details of *Stunt Squad* – the funky hoverboard game from PSM2#01. CRYO'S new titles might include *Atlantis 2*, *Dune*, *From Dusk Till Dawn* – based on the Tarantino/Clooney movie – *Jekyll and Hyde*, plus *Mega Race* and *Zorro*. EIDOS will debut a PS2 conversion of last year's greatest PC first-person shooter as rumoured in PSM2#06. ELECTRONIC ARTS line-up may include *SSX: DVD*, *Medal of Honor: Frontline/ Fighter Command*, and a hot new Bond game that isn't *The World Is Not Enough*. EMPIRE INTERACTIVE should debut their racing game based on the movie Antz. HAVAS should show more *Half-Life*. INFOGRAMES should have *Stuntman*, developed by Reflections, the guys behind the *Driver* games, *Superman*, *Wacky Races*, *Le Mans*, *Alone In The Dark* and possibly some new details on *Men in Black*, *Space Race 2* and Looney Tunes games. KONAMI will probably showcase more *Metal Gear Solid 2*. MIDWAY should have *Spy Hunter*, sequel to the Spectrum classic. NAMCO might have more *Dead to Rights* and possibly some arcade footage of *Tekken 4* and *Soul Calibur 2*. RAGE might show new football and in-line skating titles. SCi could have some *Thunderbirds* and *Titanium Angels* action to show off. SONY'S strong line-up might include *GT3*, *Twisted Metal 3*, *Sky Gunners*, *World Rally Championship*, *WipEout Fusion*, *This Is Football 3*, *Dropship*, *Project Y*, *The Getaway* and possibly a *Time Crisis* sequel. SHINY could dazzle with *The Matrix*. SQUARE have *Final Fantasy 10*. TAKE 2 might have more *GTA3* and some *Austin Powers* details. THQ should premier *Smackdown! 3*. UBISOFT'S games include *Batman: Vengeance*, a new – possibly multi-player – *Rayman* title, a *Tarzan* platformer and a new *Red Storm* game. VIRGIN could reveal four-player mayhem with *Barbarians*, *Top Gun*, an F1 game called *Downforce* and a new game by Treasure called *Freakout*.

›INSIDER OPINION ｼﾛｳﾄｶﾞ

THE PSM2 WISH LIST

For every *TimeSplitters*, there's a *Surfing H30* and, sadly, we've got to play them all. Sometimes, games smell so bad that we start to hallucinate... and dream about the titles we *really* want to play. So sit back and share in PSM2's E3 wish-list. Mercifully free of Sky *Surfer* sequels.

"I'm most looking forward to playing *Virtua Fighter 4*, and I'm slavishly waiting for any news on *Soul Calibur 2* or *Tekken 4*. To a lesser extent, I'm also looking forward to seeing *Spy Hunter* – I've got fond memories of tearing along in a car/boat thingy and barging cars off the road in the ZX Spectrum version. In terms of surprises, I can only hope that Capcom'll be bringing one of their good *Street Fighter* games to the PS2 – *SNK vs Capcom* springs to mind, and now that the Dreamcast's dead, it seems to be a sensible candidate for conversion."

Joel Snape,
Staff Writer PSM2

"Mostly, I'll be looking forward to getting more news on *Dropship* and how the strategy elements interact with the piloting of the game's vehicles. If there's as much detail incorporated in the tactical elements as there has been in the physics of the craft, this is going to an interesting hybrid. As for surprises, I think news of the cost of Sony's Hard Drive is going to be a bit of a shocker to both the punters and the industry alike. I'll be looking closely for dropped jaws or stunned silences."

Jonathan Bryant, Deputy Editor, PSM2

"I'm excited about *Tony Hawk's 3*, especially if it includes a classic skater mode with guys like Jason Lee or the Gonz. Otherwise, I'm holding my breath for *Project Y* and praying that Sega make some more big game announcements. The PS2 would be perfect for a *Nights* sequel, or a *Streets of Rage* game with fully destructible scenery."

Daniel Dawkins,
Staff Writer, PSM2

"It's the key software houses – Capcom, Sega, Konami, EA and Sony themselves – that will draw the crowds. And PSM2's roving newshounds will be there to bring back the first details and shots of *Resident Evil 4*, *SSX: DVD*, Naughty Dog's first PS2 game and more. But the first game I'll be searching for when the doors of the Convention Centre open is... *The Matrix*. I'm really intrigued to see the direction Shiny are taking with the licence. But odds are that there won't be anything on show – we'll let you know in PSM2#11, with a full breakdown of the complete PlayStation 2 line-up. Footage of *Tekken 4*? I'll believe it when I see it. And I really hope I do..."

Marcus Hawkins,
Editor, PSM2

BOY'S UNDER THE HOOD: Mario on PS2? Unthinkable, but happening with Datel's Game Boy emulator.

GAME BOY, ADVANCE: *Zelda DX* is certainly more rewarding than some of the cruddier RPGs available on PS2.

›JAPANESE GAME NEWS フハフヌ

MARIO ON PS2?

Give your PS2 the power of a 12-year-old console with Datel's Game Boy emulator. Enjoy vintage portable gaming on the still.

Datel are releasing a Game Boy emulator for PS2, letting you play pocket classics in big screen glory. The device will use PS2's bi-linear filtering to display the games at a higher resolution with graded colours – perfect for pint-sized gems such as *Super Mario DX*.

The emulator is bundled with eight full GBC games: *Space Invasion*, *Karate Joe*, *Painter*, *ATV Racing*, *Full Time*, *Hang Time*, *Race Time* and *Pocket Smash Out*. These games can be downloaded to the reusable cartridge included and played on a GBC. The pack will support the DualShock 2's rumble facility and will double up as an Action Replay! cheat cartridge. The bundle should be in game shops now priced at £39.99.

PSM2 RECKONS *You'd be slightly unbalanced to buy GBC games instead of premium PS2 titles, but this is a sensible purchase for existing fans with a hefty back catalogue of games.*

›SOCIAL IMPACT NEWS シフエカ

GAMES BOOST BRAINS - OFFICIAL

Gamers are more intelligent than average, according to a study by the Home Office. Children who became 'addicted' to games were considered more intelligent and likely to go on to University or higher ranking jobs. The studies began five years ago and discovered that avid gamers were generally highly motivated people – if misunderstood. Based on national averages, University students who played games achieved good academic results and went on to better jobs.

Lefty broadsheet, The Guardian, followed this story by interviewing Jessica Harris, an author of nearly 20 studies on the effect of videogames on children. Her research suggested that children experienced a short-term rise in aggression after playing games – like children who'd just played football or rugby. Harris felt there was no evidence to suggest that a child's level of aggression would suffer in the long term as a result of playing games. Subsequent research has suggested that games have a calming effect, providing a safe outlet for aggression and competition.

Meanwhile, a survey in Japan has revealed that kids are less interested in games than they were in 1997. The decline was blamed on a lack of exciting titles in 2000, and the fact that games were no longer a novelty. When children did buy games, it was usually motivated by their favourite character. Network, or pocket, games were popular, but only played with friends not strangers.

PSM2 RECKONS

GLOBAL NETWORK

WORD FROM OUR CONTACTS ON THAT THERE WEB T'ING...

With two weeks until the biggest videogame event of the year, E3, the Internet is awash with gleeful speculation. Some big games are guaranteed to debut, but the most exciting rumours concern the titles that haven't been confirmed. We used ESP to discover what the World's key journalists and developers were hoping for. Then gave up and sent them an e-mail...

"IT SEEMS LIKE OLD NEWS, BUT AFTER PLAYING THE METAL GEAR SOLID 2 DEMO, THAT'S STILL THE GAME TO BEAT. I'M ALSO INCREDIBLY CURIOUS TO SEE NAUGHTY DOG'S TITLE. IF IT'S REALLY THE "FIRST TRUE SECOND-GENERATION PS2 GAME", THEN COUNT ME IN!"
Chris Slate, Editor, PSM magazine, USA

"THE BIGGEST GAMES AT E3? TRY METAL GEAR SOLID 2, GRAN TURISMO 3 AND NAUGHTY DOG'S FIRST PS2 GAME. THAT'S ASSUMING THAT NO MATRIX GAME APPEARS FROM INTERPLAY AND SHINY. THE OTHER ONE TO WATCH IS INSOMNIAC'S FIRST PS2 GAME."
Doug Perry, Editor, PS2 IGN, USA

"WIPEOUT 3 HAD A BIG FOLLOWING IN E3 '99 SO I EXPECT THE PS2 INCARNATION TO DO EQUALLY WELL THIS YEAR. I'M ALSO KEEN TO SEE WHAT SMALLER DEVELOPERS LIKE OURSELVES ARE DOING WITH THE PLAYSTATION 2 TECHNOLOGY."
Mario Wynands, Sidhe Interactive

"VIRTUA FIGHTER 4 OR SILENT HILL 2. IT'S A SERIOUS TIME FOR PS2, AND E3 SHOULD BE ITS SHOW. THE ON-LINE CAPACITY COULD MAKE A SHOWING, BUT WILL SONY HAVE MORE SURPRISE ANNOUNCEMENTS TO MAKE?"
Wolfgang Schadle, Editor, PSM2 Germany

LET'S GO GLOBAL...

Hear more from these guys at:

- *www.ps2.ign.com*
- *www.dailyradar.co.uk*
- *www.psmonline.com*

BYTESIZE スカラシサ

› USA: *SSX* star Zoe will star in an anti-drug campaign for the US Office of National Drug Control Policy. She'll appear in Internet banners for the 'What's Your Drug-Free of Choice?' campaign – choosing adrenaline as hers.

› JAPAN: Sony has allied with Toshiba and IBM to produce a microchip for an unnamed consumer electronics application. Codenamed 'Cell', the Broadband and PDA compatible chip is most likely headed for PS3.

› JAPAN: Interact's Sharkport – formerly DexPort – lets you store PS2 game saves on a PC hard drive. The software contains a USB to USB connection cable, enabling you to upload and exchange game saves over the Internet.

› USA: Neversoft, the guys behind *Tony Hawk's 2*, are recruiting programmers. Interestingly, an ability to skateboard is one of the deciding factors – along with fluent C++ and previous development experience.

› JAPAN: Sony have announced software that lets 3D surround sound play through standard stereo TV speakers via the PS2's AV output. Konami's *Silent Hill 2* will be the first game to feature this dynamic sound effect

DON'T MISS

BIG GAME NEWS, DELIVERED FAST:

REVIEWS pg58
Fill your brain with unbeatable buying advice.

STRATEGY pg96
Secret stuff *They* don't want you to know...

SUBSCRIPTIONS pg118
Don't miss an issue of PSM2 with our great offer.

The official 4-player multitap for PlayStation 2. Stuff your mates.
How do you like them - Hammered? Pulverised? Humiliated? Plug a multitap into PlayStation 2 and have the wretches whatever way you want. Multiplayer titles including classics like Tekken Tag Tournament, Fifa 2001, Dead or Alive 2, Timesplitters and Track & Field. A word of warning though. Some amigos may be lost forever.
PlayStation.2

PSM2 DVD

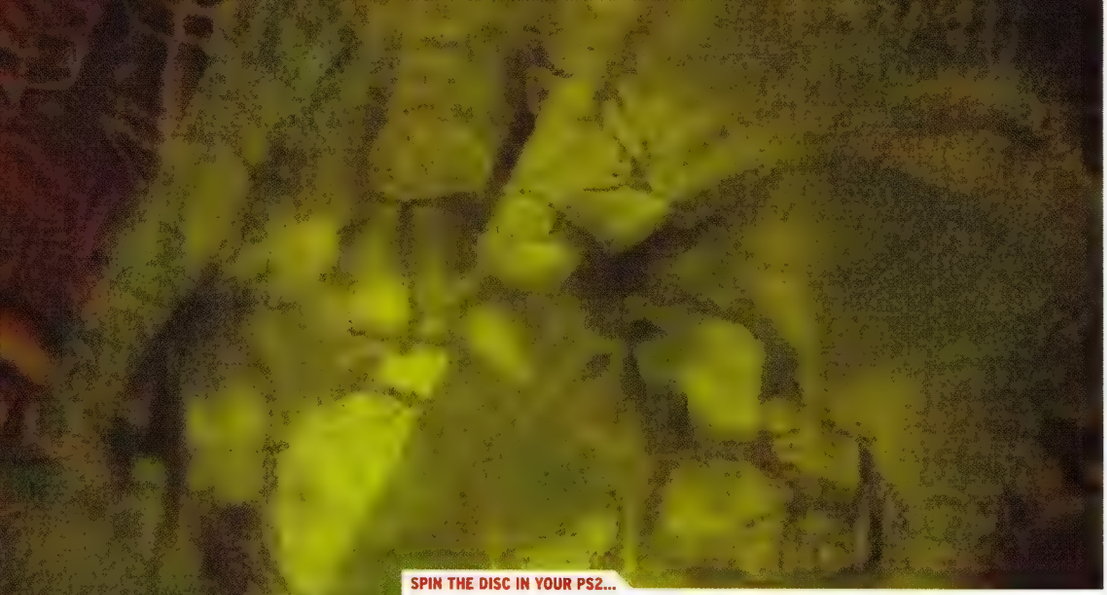
LONGER, HARDER, FASTER: THE DEMO DISC THAT SHOWS YOU MORE

Compatible with PlayStation 2
PSM2 DVD
33
EYE-POPPING PS2 GAMES IN ACTION!
"MY EYES ARE ALIVE! NICE ONE PSM2!"
MTV MUSIC TELEVISION
MUSIC GENERATOR 2
SEE IT IN REAL 3D! USE YOUR FREE 3D SPECS TO ENTER ANOTHER WORLD!
BE FIRST TO EXPERIENCE THE EYE-SOARING 3D VIDEO IN PSM2'S AWESOME MUSIC MAKER
METAL GEAR SOLID 2
HOW STEALTHY ARE YOU? PROVE IT TO WIN A TOP PRIZE!
NEW! SUPER BOMBAD
NEW! SOUL REAVER 2
NEW! NBA STREET
NEW! ATV OFFROAD FURY
BIG NEW GAMES!
PREVIEWS • REVIEWS • TIPS • LOADS MORE...

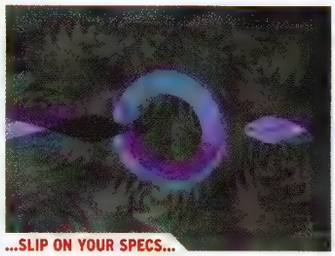
MTV MUSIC GENERATOR 2: If music be the food of love prepare to be fondled to death – PSM2 brings Codies' sound marvel to life inside your head. Embrace our bass.

ON YOUR

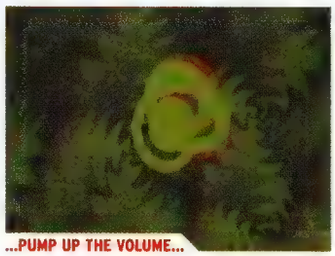
PSM2 launches yet another scorching blast of visual delight as our fifth



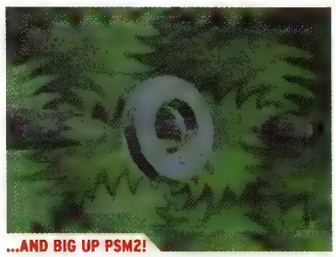
SPIN THE DISC IN YOUR PS2...



...SLIP ON YOUR SPECS...



...PUMP UP THE VOLUME...



...AND BIG UP PSM2!

Yep, it's another garland-festooned edition to PSM2's growing DVD library brought straight to your door on a gilded platter of opinion.

This month we've got the splendour of *MTV Music Generator* coming out of your TV in gorgeous 3D and, literally, into your face – with the aid of our exclusive and free 3D glasses – alongside our usual, unbeatable selection of all the top titles clamouring for air time on your precious Playstation 2. View it before you part with your money.

And, as well as all the biggest and best games drawn up in our trawl of the market, we also deliver the sharpest pro tactics that allow you to take all your favourite titles to the extreme.

So relax, hit play and set your brain to receive... **PSM2**

PSM2'S MANIFESTO

PSM2's DEMO DISC DOES: Deliver exhilarating footage of the biggest new PS2 games in development, the best new releases, game secrets, documentaries, plus bonus extras. It's packed with value.

PSM2's DEMO DISC DOESN'T: Just show you four new games.

PROBLEMS WITH YOUR DVD?

Pack it into an envelope and send it back to this address **PSM2 Disc Returns, VTV UK Sales, The Squirrels, Station Fields, Oakengates, Shropshire, TF2 6DH**

MTV MUSIC GENERATOR 2

PSM2 brings you a mind-mashing sample of the PS2 music creation tool.

© **Codemasters**

On-screen: We've got two awesome tracks for you this month. One's an example of the regular video work in the game, and the other's a taster of the 3D generator. We've teamed up with Codemasters to bring you a pair of 3D specs so you can experience the full effect.

Background: A triumphant debut for the *Music* series on PlayStation 2, Jester Interactive (they're the development house, Codies are the publishers) have done a blinding job in making song creation easy. It's easy to get your nut round, it sounds fantastic and – as you'll see – it looks good too.

WHY YOU'LL LOVE IT:

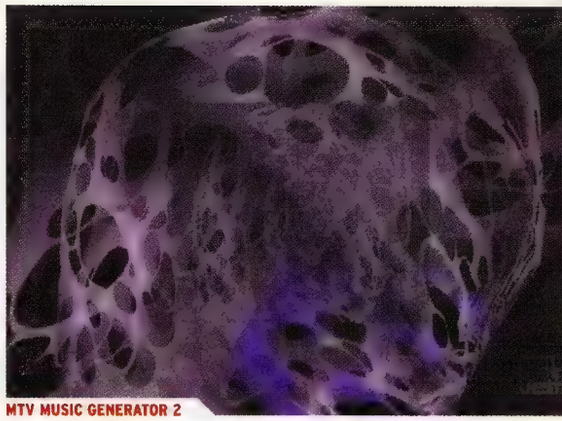
MTV MUSIC GENERATOR 2 is...

...Advanced: you can use the Riff Editor to change a song note-for-note or distort the sound using elaborate filtering, mixing and reverb effects.

...Powerful: thanks to the throbbing gristle under the bonnet of your PS2, there are now 48 channels of sound to play with, compared with 24 in the original. You can also store around ten albums' worth of material on a traditional PS2 memory card.

...Quick: because of the high speed of downloading samples it takes around a third of the time to create songs than on PSone.

...Brilliant! Just take a look...



MTV MUSIC GENERATOR 2

NAVIGATING YOUR DVD

Relax and let PSM2 show you how to quickly get around your shiny new disc...

01 THE D-PAD
Allows you to scroll up and down through the various on-screen menus.

02 THE ⊗ BUTTON
Selects the current option which you've highlighted on the menu.

03 THE ▢ BUTTON
Takes your straight back to the title menu.

04 THE ◯ BUTTON
Stops the footage. Hit it again to access the options menu.

05 THE START BUTTON
Allows you to pause the footage at any time.

06 THE R2 SHOULDER BUTTON
Allows you to fast forward the footage

07 THE L2 SHOULDER BUTTON
Allows you to rewind the footage

YOUR DVD MENU EXPLAINED

PSM2's monthly instalment of cutting edge film clips and tips comes packed into five easy-to-access sections. Each is tailored to cover a specific chunk of the market and they all promise to give you the broadest overview of the world of PS2.

OUT NOW
The movers and shakers currently taking up shelf space in the shops.

COMING SOON
The titles of tomorrow brought screaming to your door today

PRO TIPS
Taking your games further as only PSM2 can.

ABSOLUTE PS2
We target motor sports and see who's first on the grid.

Sorry, but the PSM2 DVD is not available in the USA

DEMO DISC

DVD drapes vapour trails of gaming wonder across your eyes.

PSM2 DVD

LONGER, HARDER, FASTER: THE DEMO DISC THAT SHOWS YOU MORE...

LEGACY OF KAIN: SOUL REAVER 2

OUT NOW

The titles of today doing their best to impress the pants off you and get you to take them home.

MDK2 ARMAGEDDON

©Virgin/Interplay

On-screen: Doc Hawkins, Kurt Hectic and their faithful mutt, Max, show off their moves as they go up against the Stream Riders once again.

Background: Insane shoot-em-up action with enough tongue-in-cheek humour and old-skool references to keep everyone happy.

MDK2 ARMAGEDDON

FORMULA ONE 2001

©SCEE

On-screen: All the cars and drivers from this year's season cutting up tracks from around the world at incredible velocities.

Background: The most beautiful and energetic Formula One title to date and a 'must buy' for all fans of the Grand Prix.

FORMULA ONE 2001

TIGER WOODS PGA TOUR 2001

©Electronic Arts

On-screen: Grab your spiked shoes and take a wander around the well groomed world of Mr Woods.

Background: Despite its limited courses this sedate, yet compelling, golfer is still a worthy platform for the current king of the green.

COMING SOON

Games not sexy? Just cop a load of these pouting beauties from tomorrow as they tempt you with their sultry visuals and curvaceous gameplay.

STAR WARS: SUPER BOMBAD RACING

©Activision

On-screen: Join Obi-wan, Darth Maul and Queen Amidala as they receive a big head makeover from LucasArts.

Background: A frankly surprising combination of karting thrills and the Star Wars universe out to steal the cup from Mario.

SUPER BOMBAD RACING

SHADOW MAN 2

©Acclaim

On-screen: A teaser to herald the return of Mike LeRoy and all his undead pals.

Background: Poorly realised on PSone, the return of the *Shadow Man* promises something that will surpass both the DC and N64 versions. But you can be the judge of that.

SHADOW MAN 2

EXTERMINATION

©SCEE

On-screen: Follow special operative Dennis Riley as he explores the subterranean world of an infested south polar research station.

Background: A kicking action adventure set to revitalise the survival horror genre. Want to know more? Then go to our review on pg82.

EXTERMINATION

ANY COMMENTS ABOUT THE DVD?

Please send them to.

DVD #05
PSM2 Magazine
Future Publishing
30 Monmouth Street
Bath BA1 2BW

LEGACY OF KAIN: SOUL REAVER 2

©Eidos

On-screen: The vampire Raziel returns after his earlier success to guide us through the breathtaking detail of his warped new world.

Background: The third instalment in the *Legacy of Kain* series and potentially the most outstanding incarnation so far.

PROJECT EDEN

©Eidos

On-screen: The game's trailer and intro sequence back-to-back showing off the profiles of the Urban Protection Agents and the fact that downtown isn't a place you'd want to visit.

Background: Core Design's much talked about PS2 debut is already shaping up to be hot property with its unique four-way split experience.

PROJECT EDEN

FUR FIGHTERS

©Acclaim

On-screen: Rufus, Chang, Juliette and the rest of the gang pelt through the bold levels in search of babies.

Background: Leaping from a well received premier on DC, the cute hairballs with a passion for guns set out to take PS2 by storm.

FUR FIGHTERS

ATV OFFROAD FURY

©SCEE

On-screen: Big air in a motorised-stylee as a world of Supermen and Heel Kicks opens up before you.

Background: Quad biking racer that takes the nippy four-wheelers to new heights with high risk racing and phenomenal stunts.

ATV OFFROAD FURY

GAUNTLET: DARK LEGACY

©Midway

On-screen: Beasties aplenty as Valkyrie, Knight and Dwarf slaughter their way through three levels of kobold carnage.

Background: The classic fantasy shoot-em-up finally comes of age and embraces a new 128bit life of orc slashing on Sony's machine.

RUGBY

©Electronic Arts

On-screen: Australia versus Eng-a-land and New Zealand versus Tonga as the burly boys from the front row get down on it.

Background: EA are specialising in producing sneaky titles that creep up and impress the hell out of you. This is one of 'em.

RUGBY

NBA STREET

©Electronic Arts

On-screen: Plenty of three-on-three action from the tall boys of the underground basketball circuit.

Background: Another inventive take on a classic sport from the people that brought you *SSX*.

NBA STREET

PRO TIPS

We've got the ways and means to ensure you get the upmost gameplay from your titles. So listen up.

METAL GEAR SOLID 2

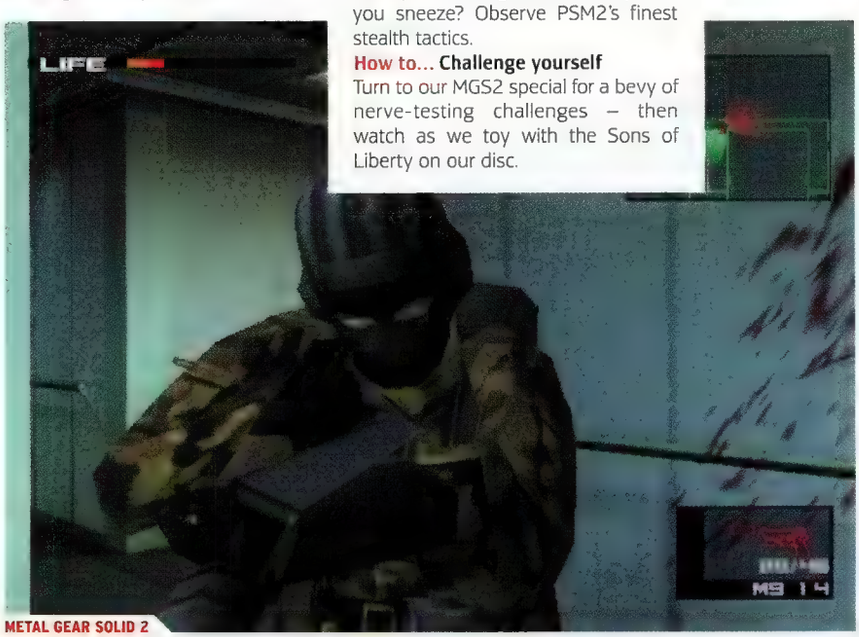
©Konami

How to... Sneak with style

Fed up of causing an alert every time you sneeze? Observe PSM2's finest stealth tactics.

How to... Challenge yourself

Turn to our MGS2 special for a bevy of nerve-testing challenges – then watch as we toy with the Sons of Liberty on our disc.



METAL GEAR SOLID 2

STAR WARS: STARFIGHTER

©Activision

How to... Unlock everything

Enter OVERSEER at the codes screen to unlock all the levels – and the super-spiffy Darth Maul Interceptor.

How to... Unlock vs mode

Enter ANDREW at the code screen to unlock two-player Canyon Race and Capture The Flag.

ZONE OF THE ENDERS

©Konami

How to... Unlock the Versus mode

Complete the game and you'll find a new option on the main menu, allowing you to fight with most of the game's orbital frames.

KNOCKOUT KINGS 2001

KNOCKOUT KINGS 2001

©Electronic Arts

How to... Unlock celebrity boxers

Enter NELSON as your boxer's name in Career mode to get Trevor Nelson.

SSX

SSX

How to... Find the best shortcuts

Check out our favourite shortcuts – and the ones you might have missed.

SKY ODYSSEY

SKY ODYSSEY

©SCEE

How to... Unlock extra planes

After a gold UFO? Then you're going to have to do some pretty nifty flying. See our disc for all the details.

GO LARGE

PSM2 takes you [illegible] your [illegible] with its [illegible]

ABSOLUTE PLAYSTATION 2

Motor sports are the petrol-soaked focus of our second round-up of scores from the archives of PSM2.

4X4 EVOLUTION

A free roaming race frenzy with a tasty line in vehicular upgrades.

DRIVING EMOTION TYPE-S

The motor sim for those who fancy perfection rather than thrills

F1 CHAMPIONSHIP SEASON 2000

Sadly a shoddy F1 outing that leaves plenty of room for improvement.

F1 RACING CHAMPIONSHIP

Decent enough racer from Ubi Soft that knocks spots off EA's version.

MIDNIGHT CLUB

Responsive motors, belting chase scenes, but lacking in visual bite

MOTO GP

Superbike lunacy with enough drop dead visuals to wow non fans..

NASCAR 2001

Hard driving USA, but still not a scratch on some of the better Euro-based titles

RC REVENGE PRO

Fair knockabout fun with plenty of comedy backdrops to get involved with.

RIDGE RACER 5

More beautiful than ever before, but occasionally light in the fun department.

SMUGGLER'S RUN

Offroad craziness and some of the largest driving environments we've ever seen.

TOP GEAR DARE DEVIL

City traffic loaded with detail but coming up short on the gameplay front.

COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

PSM2 EXCLUSIVE REVIEW!

OUT UK MAY 25

FORMULA ONE

"TO ALL VIRTUAL INTENTS AND PURPOSES, YOU *WILL* BE TAKING PART IN

E 2001

THE OFFICIAL 2001 SEASON"

No sunshine, no money, no Playboy lifestyle... just the gritty and rewarding realism of Formula One driving. Will Sony's latest racer attract the *Ridge Racer* crowd to the starting grid?

REVIEWER: Daniel Dawkins

Formula One is the Marmite of the racing world – you either love it, or you don't. How many people do you know with a 'passing interest' in F1? Exactly. That's why Formula One games are so difficult to get right (as EA and Ubi Soft have already proved on PS2). An ultra-realistic approach will appease die-hard fans, but alienate the mainstream, while a *Ridge Racer* slant will only be of mild interest to both parties. So it's all the more surprising that Sony's latest effort will satisfy both sets of gamers. Though fans of knockabout racing will require *slightly* more patience than a London cabbie to appreciate the rewarding gameplay.

Regardless of how seriously you treat the sport, your first race will end in abject misery. At best, you'll survive about 30 seconds. You might scrape through the first bend but, flushed with confidence, you'll probably overshoot the next by about 30 metres. Either that, or you'll cautiously advance through the pack until you clip another racer's rear, sending you 30 metres into the air. At very worst, you'll stall on the line and watch teary-eyed as the pack advance... you've guessed it... 30 metres up the track.

BEND GAME

The genius thing is, you'll forget it all when you nail a perfect bend. Appreciating the need for caution, you'll brake early and accelerate off the apex of the turn. As you scream away safely, a part of you will wish you'd pushed that *little* bit harder. If you'd slowed down a fraction later, you

HIGH FLYER: The detailed graphics show PS2's potential much more than in *F1 Champ Season 2000*. Look at that crash!

INSIGHT

Murray Walker has been commentating on Formula One since 1949, and is famous for his sharp observations. Classics include, "Do my eyes deceive me, or is Senna's Lotus sounding rough?" and "With half the race gone, there is half the race still to go." On one occasion he noticed a dangerous fiery glow coming from the back of a car, to which his co-commentator added, "No Murray, that's his rear safety light." The man is a genius.

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Studio Liverpool
- **PUBLISHER** SCEE
- **GAME TYPE** Racing Sim
- **PRICE** £39.99
- **ESSENTIALS** 1-2 players, Speedster 2 Steering Wheel, Memory Card, DualShock 2

DETAILS

- The only PS2 game with the official 2001 FIA Formula One licence.
- Real-time weather system affecting pit lane strategy.
- Comprehensive driver AI based on 30 attributes including rivalry, aggression, experience and determination.
- Realistic car damage and engine failures.
- Unique Anytime Save feature – you can duck out and return mid-race.
- Simultaneous two-player mode, plus a sequential 16-player Time Attack challenge.

COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

REPLAY AND UNWIND

It's possible to stop the race at any point and relive a spectacular piece of overtaking or, more likely, gawp in dismay at another race-ending smash. You can view the action from the viewpoint of any driver on the circuit, choosing from nose, tail or TV cameras. The TV cameras were positioned by FIA professionals, ensuring the most dramatic views. Real armchair enthusiasts can dive into the Spectator Mode, which allows you to watch a full race without lifting a finger. Get comfy and let Murray Walker do his thing.

VIOLENT HILL: Watch in realistic close up as the pack thunders over the incline.

SUITS SCHU SIR: The TV director camera is the best angle for sweeping panoramic shots.

SUMMER SMELLS: The nose cam takes you so close you can feel the heat and smell the exhausts.

CONE ON: Drivers are much more aggressive than in Ubi Soft's *F1 Racing Championship*...

THE WHEEL WORLD

For the ultimate Formula One experience, you should seek out Sony's Speedster 2 steering wheel. The game has been designed with the wheel in mind, so it's incredibly easy to navigate the menu screens. The wheel is chunky and robust, with a comforting rubber grip and springy feedback. The brake pedal yields stiffly for that realistic panic-cornering feel. Once you've sampled the Speedster 2, you won't want to return to your trusty joypad – particularly as the wheel will set you back £49.99. Still tremendous value.

GREED FOR SPEED: The PSM2 testing area becomes a fully functioning F1 vehicle, give or take a spoiler or two.

THE WHEEL MCCOY: Sony's steering gear is clad in reassuring shiny metal and should screw tight to most flat surfaces.

PEDAL POWER: The accelerator is light and springy, offering a welcome tactile change from the heavy brake pedal.

GET A BONUS DVD: THE 2000 SEASON REVIEW!

Formula One fans will be delighted to learn that the game is bundled with a DVD review of the F1 2000 season. This is no token inclusion, but a fine package in its own right. Each of the 17 races from last year's championship is broken down into excruciating detail and split into chapters with a variety of selectable camera angles. It's an awesome piece of memorabilia, and an invaluable entry point for F1 virgins keen to sample the heady atmosphere of the real thing.

FORMULA FREE: You can choose to watch any of last year's 17 races.

GAZEY DAYS: The intensity of competition reflects in the drivers' furrowed brow.

CAPS THE LOT: The camera will take you into the pit lane to capture every emotion.

SPIN THE MIX: Every major incident from the races is included. A must for shunt fans.

IN-CAR STEREO: The menu bar lets you share the driver's in-car view.

"THANKFULLY, IT WON'T THROW YOU STRAIGHT IN AT THE DEEP END"

The game provides a series of driving aids – from ABS to automatic gears. These are essential if you're struggling with the frightening reality of the cars' handling

DETAIL LIGHTS: Advertising gets the same boost in *F1 2001* as it does on TV. Although you'll notice the absence of cigarette ads.

SOILENT GREEN
Your tyres clog up with grass, which wears off on the tarmac.

▸ could've hit the straight at a higher top speed. You wouldn't have been 30 metres behind the pack, but a car's length. That's the genius of *Formula One 2001* – it replicates the risk-taking science of the real thing.

TRACTION, MAN...

With this new appreciation of the car's dynamics, you'll approach the track with fresh vigour. It really pays to learn the circuit inside out. You don't see the race as a series of on-the-fly decisions, but a sequence of pre-calculated braking and steering strategies. When you tear up the racing line perfectly, a huge glow of satisfaction will sweep across your chest. Even if you clip the grass, lose traction and skid helplessly, you'll still feel responsible for the results. You won't feel happy, but you'll know deep down it was your fault.

"WHEN YOU TEAR UP THE RACING LINE PERFECTLY, A HUGE GLOW OF SATISFACTION WILL SWEEP ACROSS YOUR CHEST"

Thankfully, the game won't throw you straight in at the deep end. There's a series of driving aids to accelerate your learning. Novices should swallow their bravado and embrace every advantage available. Even with automatic gears, ABS brakes and the early warning radars turned on, there's no escaping the laws of physics. Grass will always offer less grip than tarmac, while concrete walls are deadly at any speed – even with car damage turned off. It's simply impossible to complete a circuit without using the brake, so *Ridge Racer* fans had better get over it now. Or get used to losing a wheel.

SPICY SEASONING

You'll get plenty of chance to practice, as all 17 tracks from the 2001 FIA World Championship season are present. Get a taste for competition in the Quick Race mode or indulge in some skill-sharpening Time Attack laps. When your reactions are up to scratch, there's an opportunity to prove yourself in the Challenge mode. Complete three laps of the Belgium circuit and register your code on Sony's website (*www.scee.com/f1*) for a chance to win a holiday. Believe us, you'll need one after tackling the World Championship mode.

Formula One 2001 is chillingly authentic. To all virtual intents and purposes, you *will* be taking part in the official 2001 season. Starting with Melbourne's Albert Park, you tackle four practice sessions, a qualifying day *and* a warm-up lap before you even start the race. So try not to crash out on lap one. Even then, there's another 16 circuits to get it right.

Mercifully, there's a Save Anywhere option – even during mid-race – and you can skip the qualifying laps to save time. It's also possible to reduce the races to a manageable length, though the unemployed, or terminally committed, may prefer to race in real-time. Ouch.

The race days are quite spectacular. The tracks are instantly recognisable as their real-life counterparts. When the official logo dances on screen, and Murray Walker starts to jabber excitedly about the starting line-up, it's hard not to feel a wee bit excited – even if Formula One leaves you colder than a Siberian fishcake. The car models are just perfect, with all the drivers from the 2001 season (not last year's or 1999's, as in PS2's other two F1 games). But despite the surface gloss, it's what you *can't* see that's most impressive of all. The drivers' personalities are the stars of the show. ▸

IMPACT POINT

There's nothing better than deftly shadowing your rivals until they show you an open overtaking line. A quick stab of the accelerator and you *should* go screaming past. If they move across your line, you might spin out and hit the grass. Alternatively, if their lapse of concentration was genuine, you'll hair past and consign them to history. It's a big decision to make at 200mph, all in the blink of an eye.

CASINO ROYALE: The Monaco circuit is instantly recognisable as its real-world counterpart. It's just as hard as well.

REDDY TO SLOW: The red early warning radar indicates an extremely sharp bend – time to go heavy on the anchors.

COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

VROOM FOR TWO

Enter the Quick Race mode for some nifty two-player racing. The number of competitors gets reduced to eight, so you can focus on your human rival. The absence of rear-view mirrors and bend warning radars means that the veteran, track-savvy driver will usually win. Unless, of course, someone resorts to despicable barrier ramming tactics. Oh, how could you?

SHADOW RACING: The gloomy shadows from the tree canopies still remain.

BLIND MANS BLUFF: The absence of rear-view mirrors leaves the red car disadvantaged.

BARRIER GRIEF: As the competition hots up, you'll find it hard to overtake without contact.

TUNNEL VISION: Entering the tunnel at Monaco's a feast of aural and visual immersion.

CLOSE TO YOU: The car detail hasn't been noticeably compromised.

▶Starting at the back of the pack, it's relatively easy to overtake the Berti's or Bernoldi's of this world. They'll jiggle around a bit but generally show you an open line. When you hit the middle of the field, things get more intense. Drivers lock into bunches and push the safety envelope for prime position on a bend. It's worth remembering that the slightest collision at 200mph could terminate your race, so brinkmanship can't be taken lightly. It's heartening to see that the CPU drivers will occasionally make mistakes, dragging those around him into epic collisions. At the top end of the field, drivers like Schumacher or Hakkinen will aggressively attack your lead – exhibiting accurate real-life tendencies.

FEEL MIGHTY REAL

If you win the World Championship on Novice level, the challenge is only beginning. Choose Pro level and you lose all your traction assistance, your brake control and your early warning radars. It's like steering a rocket-powered bobsleigh after half a bottle of Absinthe – but not as much fun. It's immensely satisfying to finish a lap, let alone win a race while playing in this mode. Formula One purists will lap it up, because no console game gets closer to the real thing. It'll appeal to the sort of people who spend Friday nights playing PC flight simulators, guzzling Vimto and shouting "Ground control, I need permiss-ion to land", into a Rapmaster echo mike. The gameplay challenge is precise and admirable, but the average weekend gamer will probably never really have the necessary patience.

INSIGHT

■ **Studio Liverpool was originally founded as Psygnosis, responsible for the fantastic *WipEout* series on PSone. Their first F1 game sold a million copies across Europe in only six months – which was a PSone first.**

The two-player mode is a valuable addition for casual gamers, despite the obvious compromises. The advance warning radars are disabled, the number of racers get reduced to eight from 22, while the in-car rear-view mirrors mysteriously disappear. These're small sacrifices considering the solid frame update and consistent draw distances. It's by no means a two-player classic like *SSX* – there's none of the colourful variety or ability to show off – but it's nowhere near as slow as *Ridge Racer's* two-player mode.

BACKWARD COMPATIBILITY: Getting clipped from behind will end in a race-spoiling spin... if you're lucky.

Ironically, *Formula One 2001's* biggest shortcoming is its greatest success – realism. The game is so firmly entrenched in accurate licensing and measured gameplay, you know exactly what you're getting. No surprises. Everything that's exciting about the game – the wild weather, bold overtaking and furious crashes – is what thrills in real life. Sadly, this is coupled to the reality of endless repetitive laps and frustrating difficulty. Even when you've mastered the controls, and battled your way to the front of the field, it's possible to skid out of contention because an eager rival clips your tail, and, if the damage's switched on, you'll be limping to the pits on three wheels cursing the moment you failed to check the rear-view. It's unforgiving. It's Formula One. And the ease with which you'll forgive these frustrations depends on your love of the sport.

BUNDLE OF F1

There's an exclusive F1 2000 season review DVD bundled with the game, cementing an essential purchase for committed fans. But casual race lovers should think twice, especially those on a budget. There's no denying the finely-honed gameplay, but when you crash out of a race for the umpteenth time – often for simply *caressing* another car – you might long for a relatively forgiving blast on *Ridge 5*.

If you're the type of gamer who refuses to be beaten, and can count to 10 when the going gets tough, then you won't find a deeper or more rewarding racer on your PS2. **PSM2**

Formula One 2001 will be available on Friday May 25th, allowing race fans to catch up with the current World Championship season.

"THERE'S NO DENYING THE FINELY-HONED GAMEPLAY, BUT WHEN YOU CRASH OUT OF A RACE FOR THE UMPTEENTH TIME YOU MIGHT LONG FOR A RELATIVELY FORGIVING BLAST ON RIDGE 5"

SPRAY YOU, SPRAY ME

The brilliant weather forecast system adds an extra layer of strategy to the race weekend experience. It's quite possible for low clouds to turn into blustery showers over the course of a race, shattering your decision to race with high speed, low-traction slick tyres. In driving rain, it's almost impossible to see approaching bends – forcing you to gamble on your speed. If the going gets tough, just duck into the pits and kit out the car with high-friction wet tyres.

MIST GEAR: Even at low speed off the grid the spray causes problems. At times, you'll only be able to see lights.

SLICK MOVE: Your choice of tyres is critical when the heavy rain starts to fall and the track becomes slippy.

HANDY CRANE: The overcast skies could turn to light showers during the race.

GLOW FOR IT! The car's warning lights cast blurry reflections off the tarmac.

"SCHUMACHER OR HAKKINEN WILL ATTACK YOUR LEAD – EXHIBITING ACCURATE REAL-LIFE TENDENCIES"

The drivers' individual AI gives the racing a genuine feeling of reality. As you pick your way through the field you'll encounter varying styles of driving – from erratic rookies to season-hardened champions who'll stop at nothing to get past you.

THE SOUND OF GARAGE

Press ▭ mid-race to warn the pit crew that you're coming in for repairs. By tapping the D-pad in the appropriate direction, you can even indicate the area that needs attention. Equally big decisions have to be made before the race. The garage area lets you tweak every element of your car's dynamics – from the rear wing angle to the front rebound damping. It's comprehensive and scary, but a dream for aspiring garage mechanics. Don't forget, you can always ignore it.

GREEN MACHINE: Use the mini car damage radar to warn the pits of your arrival.

STAND AND DELIVER: The pit crew will fuel the car to your specifications.

SPRING IS IN THE AIR: Use the qualifying laps to tinker with your car's set-up.

MURRAY'S CHOICE

1 **FORMULA ONE 2001**
The ultimate console simulation of F1, with a deep challenge to engage hardened race fans.

2 **F1 RACING CHAMPIONSHIP**
Impressive detail's let down by flat colours and dumb driver AI.

3 **F1 CHAMPIONSHIP SEASON 2000**
Despite being briefly enjoyable, it shouldn't have been released in this state. Poor.

PSM2 VERDICT

GAMEPLAY
+ Precision handling with scope for mastery.
– Unforgiving difficulty will irk the impatient.

GRAPHICS
+ Beautiful car models, smooth update – real speed!
– Nothing truly spectacular or original.

SOUND
+ Lovely context-sensitive engines and Murray Walker.
– How many times can a man say, "The sun is shining?"

LIFESPAN
+ An ever-expanding challenge to match your ability.
– Frustrating, with repetitive race structure.

OVERALL
A definitive purchase for Formula One die-hards, and a rewarding challenge for any console race fan willing to rise to it.

84
SCREECHING

PLAYSTATION 2 MAGAZINE
PSM2

COMING SOON

スシサ

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!

FROM TOKYO TO LA, IT'S TIME TO START SCRAPING THOSE KILLER APPS TOGETHER AND BRING 'EM IN.

DUNCAN

We'd quite happily sit cramped in cargo class, fending off potential bloodclots with the power of positive thinking, for a chance to spend even a minute with some of the titles rumoured to be appearing at E3 in Los Angeles. And that's exactly what we intend to do.

The Tokyo Game Show gave us the odd flash of potential, but, apart from a couple of big hitters – *FF10* and *GT3* – there wasn't the great unveiling that we might have expected in previous years. Still, there was a playable *Silent Hill 2* demo and a good look at the striking *Ace Combat 4*.

Something we *are* looking forward to, though, is *Commandos 2*. We flew out to Spain with every intention of stealing whatever we could from under the noses of the developers and blowing our way back to Blighty. Unfortunately, Pyro Studios were delighted to hand over what ever we needed with such gracious verve that half-a-tonne of C4 was left scattered dangerously, and unused, all over the Iberian Peninsula.

All this, plus the incredibly good-looking *Herdy Gerdy*, Gorillaz coming to PS2, *Batman: Vengeance* and *Shadow Man 2*? Cheap air travel may be dangerous, but, Lord, it's worth it. Ouch. **PSM2**

PSM2'S MANIFESTO

PSM2's PREVIEWS ARE: Packed with the best shots taken from the most exciting PlayStation 2 games currently in development. They give you all the crucial details you demand and direct you towards the key features of the game which we think will make a difference. We'll also keep you comprehensively informed of the very latest game development news as it happens, up here at the front of Coming Soon.

PSM2's PREVIEWS AREN'T: Simply dull, badly written back-story summaries for third-rate titles you really don't need to know about.

"I'M LE MANS" Look somewhere between *Ridge Racer 5* and *GT3* to find *24 Hours'* handling.

FOREST WITH A CAR: Long, winding straights through dense forest at dusk. We like the atmosphere.

›DEVELOPMENT NEWS フハワヌキ

LE MANS 24 HOURS

The world's barmiest endurance race comes haring onto PS2, from the team behind the world's first decent beat-em-up...

Old-skool gamers and Spectrum 48K fans might remember a game called *Way of the Exploding Fist* – the first truly playable scuff-em-up on any system. Odd then, that programmers Melbourne House should make their PS2 debut with an endurance racing game to rival *GT3*. No roundhouse kicks, just hard hitting, high-velocity jostling.

Eagle-eyed gamers might have spotted this title on Sega's Dreamcast – sneaking out at the end of last year to unanimous critical acclaim. The PS2 version takes things back to the drawing board, offering solid 30fps action with simultaneous 23 car racing. The official Le Mans licence will allow gamers to relive the 24 hour experience in real-time or, mercifully, to reduce the race to a manageable length. Either way, the game will emulate a full day's lighting conditions – from twilight to dusk and back again.

The action is more varied than the licence suggests: there're 12 tracks and over 70 officially modelled cars to choose from. The game offers a neat approximation of *GT3's* reality-based handling, coupled to the pick-up-and play feel of *Ridge 5* – no mean feat. The lighting effects are subtly impressive, especially in context of the gargantuan track draw distances. The team are currently putting the finishing touches to the planned two-player mode before the game's June release – to co-incide with the real-world Le Mans event.

PSM2 RECKONS *Melbourne House are crafting a tight and immensely playable racer – with the potential to become PS2's greatest driving experience until Yamauchi's masterpiece hits the UK.*

ROCKET ROLL: It might play like its predecessor, but *Ace Combat 4* looks considerably better.

REDUCED TO A CRAWL: *Silent Hill 2's* unrelenting bleakness disturbed a few visitors.

FANTASY ISLAND: Despite the next-gen look, there're weren't too many surprises in *FF10's* gameplay.

>DEVELOPMENT NEWS フハワネキ

TOKYO GAME SHOW

Few surprises from the show known as 'the one before E3' – but PS2 still managed to be overwhelmingly dominant in the games arena.

Coming only a couple of months before E3 – the big one – it was unlikely that we'd see anything *too* surprising come of the Tokyo Game Show – but we weren't counting on the bittersweet revelations about *Final Fantasy 10*. First things first, though – *Ace Combat 4's* much the same as *Ace Combat 3*, except much prettier, and *GT3's* Rainy Stage 5 is just as breathtaking as the rest of the game... but wetter. There was also a playable demo of *Silent Hill 2*, limited to a hospital where main character James Sunderland wakes up, and looking extremely bleak. It's promising to be even more disturbing than the original – although how they're planning to top those skinless toddlers is anyone's guess.

Then there was *Final Fantasy 10*. Rest assured, it looks almost heart-breakingly beautiful, with incredible detail and cinematic cutting in the dialogue sections. Unfortunately, the combat system hasn't moved on quite so dramatically. Each side still lines up for their go, and anyone playing the demo was almost certain to be mortified by the return of – gah – *random battles*. On the plus side, they should be a lot more fun than normal – new girl Yuna can summon huge beasts, but rather than doing their thing and disappearing, they'll stick around for the entire fight. Lovely.

PSM2 RECKONS *Plenty to get excited about, plenty more that we expected, and a slight upset in the FF10 camp. Please don't go overboard on the tedious fights, Square.*

AND THE REST...

The games you'll never see on these shores – oh, but if only you could...

HAPPY DIET

Or rather, a step-machine hooked up to a PS2. Which really fat people can't use. Why?

THE MOSQUITO GAME

Where you play a mosquito, flitting around a pretty lady's bedroom – but don't attract her attention, or she'll come after you...

GITAROO MAN

We've mentioned it before, but there's something exciting about saving the world with a guitar-brandishing superhero.

GI JOCKEY 2001

Another instalment for KOEI's inexplicably popular horse-racing management sim.

YANYA CABBALISTA SKATING

Where you battle aliens on a skateboard. With a Surfroid-style fingerboard attachment. Even more bizarrely, this is the likeliest candidate out of all of these games to make it for a UK release – expect a slightly snappier title, though.

MONK-EY SEE, MONK-EY DO: The new character hasn't had his name announced yet, but he's rumoured to practice the Wooden Fist style of kung fu.

FAT'S JAZZ: He also bears an uncanny resemblance to a character from Crouching Tiger.

BYTESIZE スコラミンサ

> EMPIRE INTERACTIVE have answered PSM2's prayers. Last issue we were fervently hoping for a UK version of anime scrapper *First Strike: Victorious Boxers* – and now they're going to release it. In June.

> ELECTRONIC ARTS' PS2 WCW licence might be in jeopardy. As you may be aware, the WWF has recently bought World Championship Wrestling – and the WWF license is owned by THQ, who do wrestling well anyway.

> ROCKSTAR GAMES Have launched a website based around *GTA3*. It's an impressive a spoof of Liberty City's newspaper, and it's very funny. Go and look at it – *www.rockstargames.com/libertytree*

> EON have confirmed that they'll be releasing *Greatest Striker* under the title *International League Soccer* in the UK. They'll be cross-promoting it via the Pepsi Chart Show. Still not as good as *ISS*, though.

> CODEMASTERS have acquired the rights to the *V8 Supercar Shell Challenge Series*, a set of three races held in Australia. Expect a game full of Holden Commodores to hit PS2 sometime before the end of this year.

> ACTIVISION have obtained the exclusive rights to develop and publish games based on Columbia Pictures' upcoming, and much-anticipated, film *Spider-Man*, currently slated for release in May 2002.

> TITUS Software have announced that their *Barbarians* title won't be coming out this year, and is now scheduled for a North American release sometime in the middle of 2002.

ENTRY POINT: You can case buildings before you enter them, enabling you to avoid unnecessary scrapping.

SCREENS OF THE DYING: The title screen reveals a well-received multi-player option that had us drooling.

CRAWL THE KING'S MEN: This artwork sums up the incredible promise of stealth and cold-blooded, gritty action.

›DEVELOPMENT NEWS フハワヌ

COMMANDOS 2

Pyro Studios have been sneakily crafting one of our most anticipated titles for PS2. We painted one of our men green and dropped him, alone, in deepest Spain...

Madrid. The capital of Spain, hometown of Pyro Studios and the venue for their European *Commandos 2* event. And guess who managed to grab a seat in the front row for the whole, day long, gob-smacking presentation?

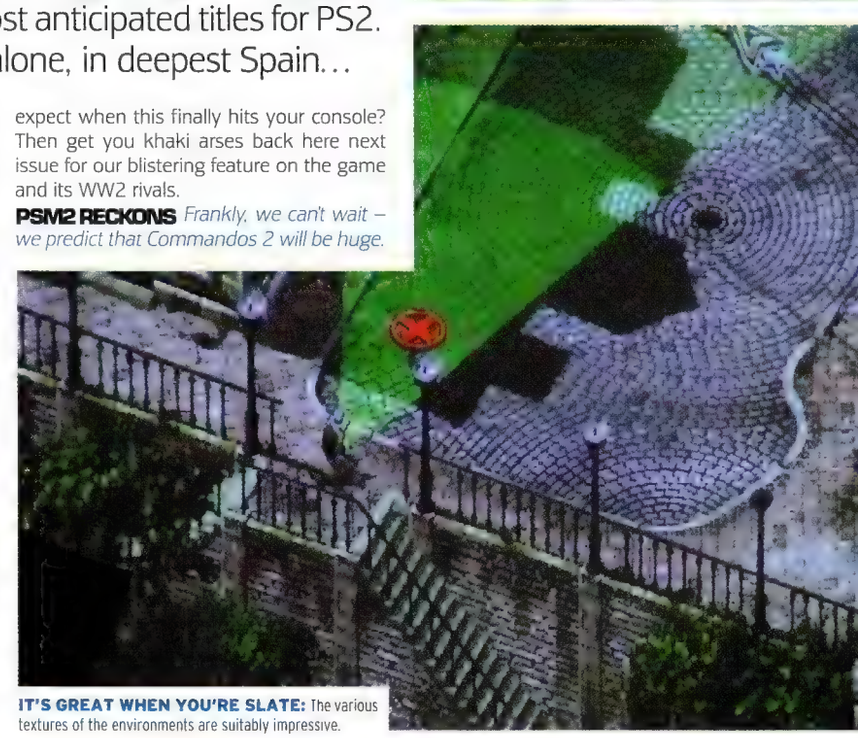
After the briefest glimpse of Spanish life – sunny white cabs driving through dense traffic at unnatural speeds – PSM2 was herded into the plush interior of the Foxá M-30 hotel and confronted by imposing, crew-cut figure of Gonzo Suarez Girard. The ex-boxer and creator of the whole *Commandos* franchise greeted us with a welcoming smile, some hesitant English and then killed the lights and took us on a journey that we're not likely to forget in a hurry.

Perhaps the best way to describe just how good *Commandos 2* actually is, is to describe just one scenario we encountered when we went hands-on with the game.

Our Green Beret was flat out, just about to be caught by a roving Nazi patrol and we were, quite frankly, at a loss about what to do next. Then lead graphic artist, Jon Beltrán Heredia took the controls and ramped the gameplay up to a whole new level. The plucky chap jumped to his feet, ran across the cobbles, stabbed the first guard in the neck and then turned on the second of the group. With both Nazis dead and klaxons ringing around the Normandy village, our hero then legged it down the street, leapt over a low wall and then buried himself in the soft earth beyond. To say that we were astounded would be an embarrassing understatement.

Other elements that left us slack-jawed and reeling were some of the most beautifully rendered backdrops ever seen on a console – taking in the sights of Bhuddist Temples and the first two storeys of the Eiffel Tower – a fully rotatable camera system, a co-op and Deathmatch split-screen mode and more tools and weapons than you could shake a mine sweeper at. Want the full mission briefing on what to expect when this finally hits your console? Then get you khaki arses back here next issue for our blistering feature on the game and its WW2 rivals.

PSM2 RECKONS *Frankly, we can't wait – we predict that Commandos 2 will be huge.*



IT'S GREAT WHEN YOU'RE SLATE: The various textures of the environments are suitably impressive.

BYTESIZE CONT スカラシウ

› **FROM** Software will be the first to release a title making use of the PS2's on-line capabilities. But there won't be a server dedicated to making match-ups for *Armoured Core: On-line*, so you'll have to use a USB modem.

› **EMPIRE INTERACTIVE is planning a *Mario Kart*-style game based on Dreamworks film Antz. You'll be able to play as Colonel Cutter, General Mandible and Z, who race sardine tins in a bid to find Insectopia.**

› **KONAMI** are developing the tentatively-titled *Project Votoms* in conjunction with Takara and Sunrise Studios. As you might have guessed, it's yet another action combat robot game based on the Armored Soldier Votoms Anime series.

› **PITBULL SYNDICATE are developing a PS2 version of the multi-million selling *Test Drive Renaissance* games. "The best racing game ever", claims Pitbull president Laddie Irvin. Infogrames will publish it.**

› **KONAMI** will shortly be releasing *New Century Brave Hero Taisen*, a sim-RPG based on the popular Anime series. It'll have full CG battle scenes, during which the robots can perform union-transformation. Think Power Rangers.

› **RAGE have signed up David Beckham in a three-year licencing deal – a PS2 title's expected by early 2002. Whether he'll be excluded from forth-coming football games featuring the FIFPro licence isn't clear... as usual.**

› **KONAMI** are set to publish a PS2 adaptation of popular Japanese TV show Muscle Ranking, including events such as 'Service Ace' and 'Strike out Bingo'. A DVD will feature 'hilarious' outtakes from the series

DESTRUCTION LEAGUE: Despite all the flames, the environments remain undamaged by the firepower.

FIGHT THEM IN THE FOYER

Hidden away in the well defended bowels of the Foxá M-30 hotel, Gonzo Suarez Girard outlines his battle plans for *Commandos 2*. Backed up by a valiant group of graphic artists and their state-of-the-art projector, he demonstrates how you're able to highlight the field of vision of any of the Nazi troops in the game.

ASSAULT AND PEPPERED: The Pyro team take PSM2 deep into *Commandos 2* territory, unarmed of course.

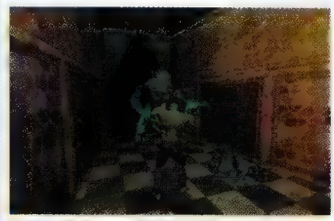
STEALTH AND HAPPINESS: Hugely out-gunned and outnumbered, you'll survive on your skill and wits.

›DEVELOPMENT NEWS

SHADOW MAN 2: 2ECOND COMING

It had one of the most disturbing stories we can remember – think voodoo, serial killers and people with skulls instead of heads – but *Shadow Man* on PSone was largely terrible. Still, that was mainly due to the limitations of the machine, so we're expecting great things for the sequel. *2econd Coming* will also feature Thomas Deacon, a wheelchair-bound P.I. who helps Shadow Man Mike LeRoi in his quest against the Grigori, a demonic group bent on – surprise – kick-starting the apocalypse.

PSM2 RECKONS *It should be much better than the already decent DC version of the original... we'll keep 'shadowing' Acclaim for details. Hoo-hoo! More next issue...*



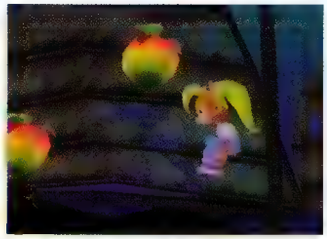
FILL SPECTRE: Expect a significant improvement on the PSone original.

›DEVELOPMENT NEWS

CRASH BANDICOOT: THE WRATH OF CORTEX

With Naughty Dog leaving the franchise to work on the mysterious *Project Y*, everyone's favourite party-marsupial's been turned over to Travellers' Tales – best known for *Wiz 'n' Liz* on DC. But don't fret – they're promising the traditional linear level design, combined with plenty of vehicles, including an Aliens-style exo-skeleton. Crash's sister Coco will also return, this time with some 'Charlie's-Angels-inspired' moves.

PSM2 RECKONS *We were initially wary about their involvement, but Traveller's Tales have won us over. Here's hoping for a Crash game worthy of PS2.*



COCO CHANNEL: After being initially sceptical, we've come round to the new developers of *Crash*.

"YOU KNOW, IN OUR DAILY LIVES WE DON'T REALLY FEEL MUCH FEAR. IT'S NOT A COMMON EMOTIONAL STATE IN DAY-TO-DAY LIFE. OUR AIM IS TO STIMULATE THAT EMOTION"

AKIHIRO IMAMURA - KCEJ

The producer of *Silent Hill 2* laments the lack of fear and horror in everyday life. We always though that was a *good* thing.

› **UBI SOFT may possibly be bringing the games *Jet Iron GP*, *Jade Cocoon* and *G-Saviour* to the UK and PS2 before the end of this year, following their recent acquisition of Crave Software.**

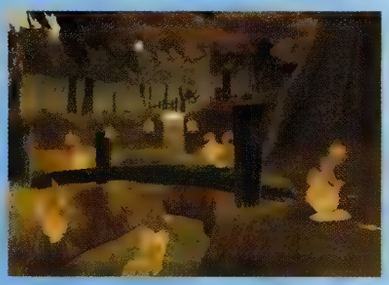
› **SCI** have put the release date of *Austin Powers* back to 2002. This is probably a move to tie in with the release of the third film, although they're currently refusing to comment on which instalment the game'll be based around.

› **MAGICAL are working on *Magical Sports: Hard Hitter*, a tennis game which promises to duplicate the moods of the players – get in a strop, and you'll be more likely to miss shots. We won't be playing as Martina Hingis, then...**

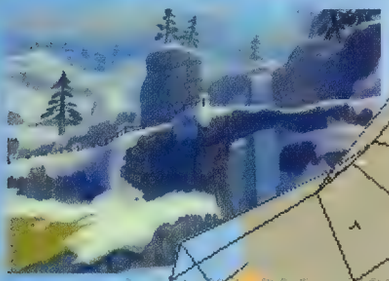
› **GUST** are bringing the latest version of the *Atelier* series, where players try to establish an alchemic academy, to PS2. *Atelier Lillie: Alchemist in Salburg 3* is due for a Japanese release in June.

› **NAMCO's John Woo-style shooter *Dead to Rights* will feature the scripting talents of Flint Dille whose writing credits include Tiny Toons, An American Tail 2, Transformers: The Movie, and the Droids cartoon. Genius.**

› **ION** Storm's Warren Spector will unveil new two titles at this year's E3, one of which is rumoured to be a PS2 version of the highly acclaimed PC sci-fi RPG – *Deus Ex*. It's thought to be known internally as *Deus Ex 1.5*.



HELL'S BELLS: In true *Rayman* style, you'll have to find every bell on each level to unlock everything.



SNOW JOKE: Each location's made up of thousands of painted polygons. The detail's almost scary.

HAVE YOU HERD? Gerdy's got hundreds of animations – and he matures into a strapping teen during the game.

GLOBAL WARNING! With Gorillaz on PS2, you can impress your nearest and dearest with something other than mastery of SSX's Pipedream.

›DEVELOPMENT NEWS

HERDY GERDY

Fancy running after sheep with a volatile adolescent? Er... well, if it looks as good as these shots show, we'll be more than happy to chase goats for fun.

Herdy Gerdy's team have been oddly reluctant to release shots until now. It's hard to see why – even static, the combination of cel-shaded animation and hand-painted 3D backdrops is enough to make Disney fans swoon.

The aim's to become a master herder by rounding up animals with various items – they might be attracted to your magic staff, but repelled by your magic flute, for instance. It might sound a bit like *Lemmings*, but it's more complicated than that. The game has its own elaborate ecosystem that you'll learn as you progress – suffice to say, trying to herd cute little balls of fluff at the same time as voracious pink predators isn't a good idea.

PSM2 RECKONS *It looks gorgeous, but that* name? Please *change it...*

PRETTY IN PINK: The predators of Gerdy's world – they're afraid of your herding stick, though.

›FIRST DETAILS

MTV MUSIC GENERATOR 2

The official line-up for PS2's coolest killer app is being kept off the record, on the QT and strictly hush-hush – but PSM2's fearless sources have given us a fairly strong indication of what to expect. David Morales, Apollo 440, Bentley Rhythm Ace, Roni Size, Zombie Nation, Funkmaster Flex, Tony Hewitt and Cassandra Fox are all set to appear. Their songs'll be recreated using the *Music Generator*, so you'll be able to load them up and mess about with them.

We're also told that Gorillaz, the mutant pop-babies of Damon Albarn and Jamie Hewlett, will be contributing an exclusive track named 'Dub Dumb', as well as including the Clint Eastwood video. If there's one thing we genuinely can't get enough of, it's dancing apes.

›FIRST DETAILS

BATMAN: VENGEANCE

Yes, it's Batman as he was meant to be – brooding, dark, vengeful and frighteningly hard – coming to the PS2 courtesy of Ubi soft. *Batman: Vengeance* is an action-adventure based on the tremendously exciting animated series, as you can tell from the stark style of this shot. Expect fluid animation – Batman's got over 500 movements, and he's animated *separately* from his cape – and huge, gothic environments to explore.

PSM2 RECKONS *Batman games have a tendency to disappoint but as EA Sports American arm is working directly with the animated show's creators this should be the last. We very hope that it is.*

BYTESIZE CONT

› **EA** have confirmed most of their line-up for this year – and it's not exactly surprising. Deep breath, then – the new titles include *FIFA 2002*, *Nascar 2002*, *Madden 2002* and *NHL...2002*. Marvellous.

› **TITUS have finally confirmed what everyone's suspected for some time – they're working on *Top Gun* and *Viper Heat* for PS2. The former will be an air combat licence, while the latter will be a Dodge Viper racing game.**

› **KONAMI** are pursuing David Hayter to provide the English voice of Snake for *MGS2*. You'll remember David's gravel-throated tones from the first game, but he's also voiced Captain America in the Spider-Man cartoon.

› **3DO are reportedly suing LucasArts over the rights to the name *Starfighter*, which they acquired in 1997. LucasArts maintain the name is an integral part of the Star Wars licence and shouldn't impinge on any of 3DO's plans.**

› **EON DIGITAL ENTERTAINMENT** will soon be releasing *International League Soccer* in the UK. Sadly, it won't include the voice control that was the main selling point of the Japanese version...

DON'T MISS

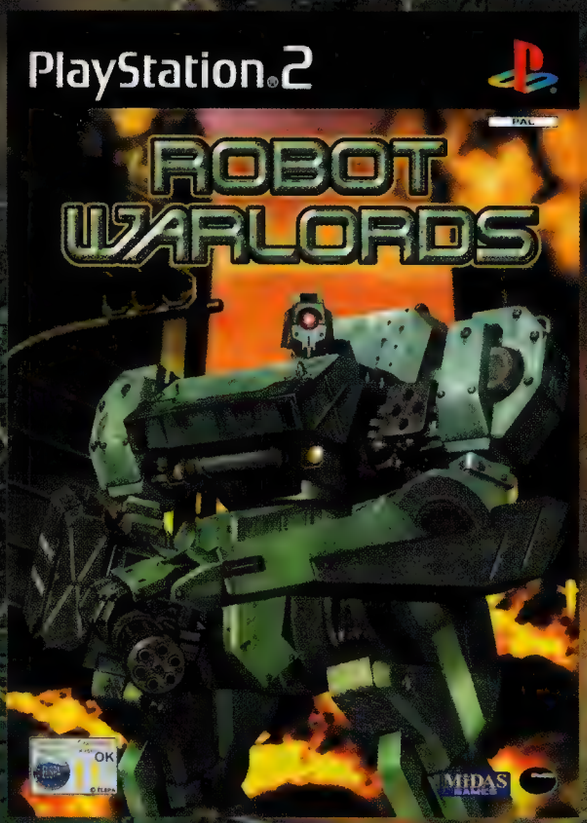
BIG GAME NEWS, DELIVERED FAST:

REVIEWS pg58
Fill your brain with unbeatable buying advice.

STRATEGY pg96
Secret stuff *They* don't want you to know...

SUBSCRIPTIONS pg118
Don't miss an issue of PSM2 with our great offer.

ROBOT WARLORDS



Tokyo, August 2002

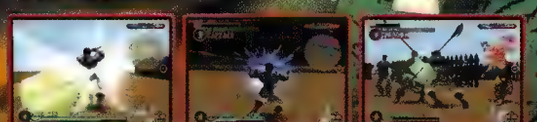
Mission: you have seven days to liquidate the enemy forces before an all-out attack is ordered and mayhem ensues. Carry out your mission by instructing your team of giant 3D robots to eliminate the coup d'etat forces. Use a vast array of devastating weaponry to complete your task.

www.midasinteractive.com

Coming April 2001

Operation Winback - a shoot em up with a difference, and your skills as Jean Luc Cougar, member of the elite SCAT commando team sent in to regain control of the terrorist held weapons systems. Over 33 levels, this game is sure to hold you in its spell, and after that there's a wealth of multiplayer modes available. www.operationwinback.com

Available Now



Dynasty Warriors 2 - an epic action strategy game, set in feudal China. Lead your troops into bloody battle against hordes of enemies, the vast landscapes of ancient China are the backdrop to what is an incredibly detailed and enthralling game.
www.dynastywarriors2.co.uk

MiDAS GAMES

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PlayStation.2

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COMING SOON

"HORRIFYING VIOLENCE IS CERTAINLY POPULAR THIS MONTH"

>READER TOP TEN GAMES フハワヌキニラ

YOUR MOST WANTED

The horror, the horror... everything else tumbles before the promise of zombies.

1 DEVIL MAY CRY

- **DEVELOPER** Capcom
- **GAME TYPE** Survival Horror
- **ON SALE** TBC

Stab things, then shoot them. Then stab them again. Horrifying violence is certainly popular this month – just look at numbers two and three...

www.capcom.com

2 SILENT HILL 2

- **DEVELOPER** Konami
- **GAME TYPE** Horror Adventure
- **ON SALE** TBC

"I still wake up in the night, thinking about the first one," says PSM2 reader David Morton. We suspect you're exaggerating, David.

www.konami.com

3 ONIMUSHA

- **DEVELOPER** Capcom
- **GAME TYPE** Survival Horror
- **ON SALE** June

Any game where you can battle hordes of the undead dressed as a malevolent panda's fine by us. Even if the water puzzle made us howl with frustration.

www.capcom.com

4 SSX: DVD

- **DEVELOPER** EA Canada
- **GAME TYPE** Snowboarding
- **ON SALE** Late 2001

We've been chatting to EA, who tell us that there *will* be extra tracks – and it probably won't be called *SSX: DVD*. We'll keep you informed.

www.eagames.com

5 FINAL FANTASY 10

- **DEVELOPER** Square
- **GAME TYPE** RPG
- **ON SALE** Late 2001

The game that's scheduled to launch alongside the PS2 hard drive in Japan in a matter of months seems to have captivated the PSM2 collective mind...

www.playonline.com

6 FORMULA ONE 2001

- **DEVELOPER** Sony (Studio Liverpool)
- **GAME TYPE** Formula One Simulation
- **ON SALE** May

As we always expected, it's by far the best F1 game available anywhere – and the DVD extras make it essential. Read our review on pg20

www.scee.com

7 PROJECT EDEN

- **DEVELOPER** Core Design
- **GAME TYPE** Third-person Adventure
- **ON SALE** Late 2001

If you haven't already, check out our DVD for the cinematic trailer – and footage of seemingly innocent animals morphing into ravenous beasts.

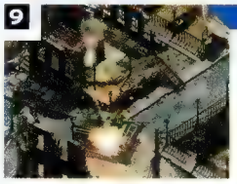
www.core-design.com

8 HERDY GERDY

- **DEVELOPER** Core Design
- **GAME TYPE** Herding
- **ON SALE** TBC

The tag 'From the makers of *Tomb Raider*' seems to have aroused everyone's curiosity. The graphics are gorgeous... but herding?

www.eidos.com

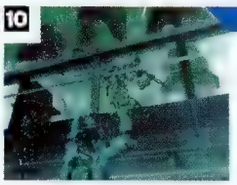


9 COMMANDOS 2

- **DEVELOPER** Eidos
- **GAME TYPE** Strategy
- **ON SALE** June

Yep, it's as good as it looks. Stealthy, neck-snapping action's not just restricted to third-person adventures – it's time to think on a larger scale

www.eidos.com



10 METAL GEAR SOLID 2

- **DEVELOPER** Konami
- **GAME TYPE** Stealth Adventure
- **ON SALE** Early 2002

Snake fever abates for a month as everyone settles down to play the demo. We can't help suspecting everyone'll be frothing again soon

www.konami.com

LEAST WANTED: PORTAL RUNNER

- **DEVELOPER** 3DO
- **GAME TYPE** Third-person shooter
- **ON SALE** TBC

A lady and her lion. From the makers of *Army Men*. What part of that couldn't you get excited about? Oh, wait a minute...

www.3do.com

MAIL US NOW!

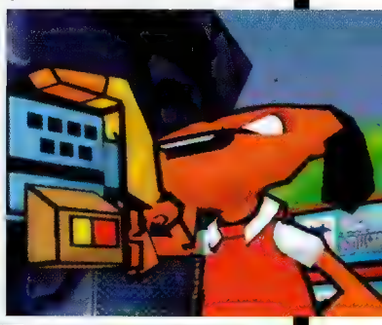
WITH YOUR MOST WANTED GAMES...

Don't have a pop at us, we're just letting you know what you're letting us know. If you can't see the game that you're desperate to play, then mail us. We can share it with everyone. **WWW.PSM2.CO.UK**

PSM2 MOST WANTED

THE TEN GAMES KEEPING THE PSM2 TEAM UP NIGHTS.

1 FUR FIGHTERS
✳ Seeing cute animals shotgunning each other had an odd effect on Duncan



2 THE MATRIX
↑ Dave 'Earthworm Jim' Perry, and guns... lots of guns. Fantastic.

3 SSX: DVD
✳ Did you enter the Pipedream challenge? Turn to tips *right now*

4 NBA STREET
↑ Even if Dan only ever uses the eight-footer with the ham-like mitts.

5 DEVIL MAY CRY
↑ The camerawork's dodgy, but the violence is spot on.

6 STUNTMAN
✳ Stunt games have been badly-handled before – this could break the mold

7 METAL GEAR SOLID 2
- According to the official rankings, we're great at this game.

8 TONY HAWK'S 3
- Dan can't talk to Activision without 'casually' mentioning this one

9 RESIDENT EVIL 4
✳ Details are sketchy, but *Code: Veronica's* rekindled our interest.

10 DEAD TO RIGHTS
✳ Namco do their own version of a John Woo film. Joel's very, very happy

OUR LEAST WANTED

You can take your title and...

LA FEMME NIKITA

The TV show's terrible. We know who our first bullet's for

>GET IN TOUCH シマカ

DEVELOPER CONTACTS

Game not working? Had this brilliant idea for a game where you play a gun-toting, wise-cracking camel? Time to tell the people that matter...

ACCLAIM ENTERTAINMENT
0207 344 5000
www.acclaim.com

CAPCOM EUROSOFT
0207 925 2526
www.capcom.com

ELECTRONIC ARTS
01932 450 000
www.ea.com

KONAMI EUROPE
01895 853 000
www.konami.com

TAKE 2 INTERACTIVE
01753 854 444
www.rockstargames.com

ACTIVISION
01895 456 700
www.activision.com

CODEMASTERS
01926 814 132
www.codemasters.com

EMPIRE INTERACTIVE
0208 343 7337
www.empire.co.uk

MIDWAY GAMES
0207 938 4488
www.midway.com

THQ
01483 767 656
www.thq.com

ARGONAUT
0208 200 5777
www.argonaut.com

CRYO INTERACTIVE
0121 250 5070
www.cryo-interactive.com

HAVAS INTERACTIVE
0118 920 9100
www.sierra-online.co.uk

SCi
020 7585 3308
www.sci.co.uk

UBI SOFT
0208 944 9000
www.ubisoft.co.uk

BASTION (for 3DO)
0207 490 323
www.bastion.co.uk

EIDOS INTERACTIVE
020 8636 3000
www.eidosinteractive.com

INFOGRAMES
0208 222 9700
www.infogrames.com

SONY EUROPE
0207 533 1400
www.playstation.co.uk

VIRGIN INTERACTIVE
0207 551 4222
www.vie.co.uk

>SPEAK YOUR BRAINS シマカ

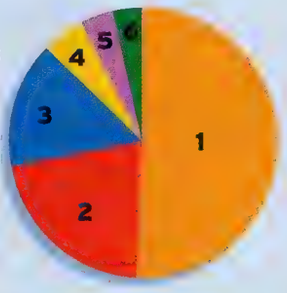
THE PEOPLE'S CHOICE

Last month, we asked you which trilogy-completing sequel you were most feverishly excited. We weren't entirely prepared for the results. Clearly, the repeated delays have affected *GT3*'s popularity, and everyone's now waiting for the way-off *Tony Hawk's 3*.

The power of three

A quick rustle through our heaving backpack of mail bore some interesting results. Which third instalment are you looking forward to?

1 *Tony Hawk's Pro Skater 3* 52%
2 *WWF Smackdown! 3* 21%
3 *Gran Turismo 3* 20%
4 *Bloody Roar 3* 4%
5 *Syphon Filter 3* 2%
6 *Thief 3* 1%



AND FOR NEXT ISSUE...

Traditionally, they're terrible – but what's the most promising TV licence headed for the PS2?

Thunderbirds
Scooby Doo
Starsky and Hutch
Dukes of Hazzard 2
La Femme Nikita
V.I.P... er, hang on...

INCOMING!

Someone should check *Gran Turismo 3's* traction – its European release date has slipped another month, from June 1st to July 1st. Sweet Baby Jesus...

May 2001

MTV Music Generator 2	Codemasters
Formula One 2001	SCEE
Heroes of Might and Magic	3DO
Army Men: Blades Revenge	3DO
ESPN National Hockey Night	Konami
Ring of Red	Konami
7 Blades	Konami
Star Wars: Super Bombad	Activision
Gift	Cryo
Flintstones: Viva Rock Vegas	Virgin/Interplay
Hidden Invasion	Virgin/Interplay
Rumble Racing	Electronic Arts

June 2001

UEFA Challenge	Infogrames
Portal Runner	3DO
WDL: War Jetz	3DO
Gauntlet: Dark Legacy	Midway
Dukes of Hazzard 2	Ubi Soft
Operation Winback	Midas Interactive
Paris-Dakar Rally	Acclaim
All Star Baseball	Acclaim
World Championship Snooker	Codemasters
International League Soccer	Eon
Extermination	SCEE
Red Faction	THQ
Giants: Citizen Kabuto	Virgin/Interplay
Bloody Roar 3	Virgin/Interplay
Rugby	Electronic Arts
Commandos 2	Eidos Interactive
Soul Reaver 2	Eidos Interactive

July 2001

Gran Turismo 3	SCEE
Wacky Races	Infogrames
Ephemeral Fantasia	Konami
Goemon Action RPG	Konami
Onimusha Warlords	Capcom
Shadow Man 2	Acclaim
Evil Dead: Hail to the King	THQ
Robocop	Titus
Roadsters 2	Titus
Lotus Extreme Challenge	Virgin/Interplay
Tokyo Highway Battle	Ubi Soft

August 2001

Twisted Metal 3	SCEE
Sky Gunners	SCEE
Extreme-G 3	Acclaim

September 2001

Conflict Zone	Ubi Soft
Evil Twin	Ubi Soft
Project Eden	Eidos Interactive
This Is Football 3	SCEE
WipEout Fusion	SCEE
Dark Cloud	SCEE
World Rally Championship 2001	SCEE
Baldurs Gate: Dark Alliance	Virgin/Interplay
Cart Fury	Midway

Late 2001

Grand Theft Auto 3D	Take 2
Stunt Squad	SCEE
Drakan	SCEE
Project Y	SCEE
Time Crisis 2	SCEE
Ico	SCEE
The Getaway	SCEE
Dropship	SCEE
Herdy Gerdy	Eidos Interactive
Thunderhawk 3	Electronic Arts
NASCAR 2001	Electronic Arts
Alone in the Dark	Infogrames
Jurassic Park 3	Konami
Crash Bandicoot	Konami
WTA World Tour Tennis	Konami
ISS Pro Evolution	Konami
Arctic Thunder	Midway
Spy Hunter	Midway
Legion	Midway
Run Like Hell	Virgin/Interplay
Rally Circuits	Rage
CMX 2002	THQ
Final Fantasy 10	Square
Kelly Slater's Pro Surfer	Activision
Matt Hoffman's Pro BMX	Activision
Shawn Palmer's Pro Cross	Activision
Star Wars On-line	Activision
Super Car Street Challenge	Activision
Tony Hawk's Pro Skater 3	Activision
World Sports Car	Empire
Ghostmaster	Empire
VIP	Ubi Soft
Klonoa 2	SCEE
Devil May Cry	Capcom
Thunderbirds	SCi

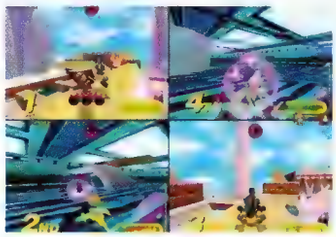
To Be Confirmed/2002

Final Fantasy 11	Square
Titanium Angels	SCi
Stuntman	Infogrames
Superman	Infogrames
Le Femme Nikita	Infogrames
Moto Mayhem	Infogrames
Le Mans 24 Hours	Infogrames
Silent Hill 2	Konami
Metal Gear Solid 2	Konami
The Thing	Konami
Suikoden 3	Konami
ISS 2002	Konami
Alex Fergusons Player Manager	3DO
Smackdown! 3	THQ
Scooby Doo	THQ
Ace Combat 4	Namco
Vampire Nights	Namco
Austin Powers 2002	Take 2
Starsky and Hutch	Empire
The Matrix	Virgin/Interplay
Stunt GP	Virgin/Interplay
Exhibition of Speed	Virgin/Interplay
Top Gun	Virgin/Interplay
LMA Manager	Codemasters
Half-Life	Havas
No One Lives Forever	Fox Interactive
Aliens: Colonial Marines	Fox Interactive
Tomb Raider: Next Gen	Eidos Interactive
Thief 3	Eidos Interactive
Star Trek: Elite Force	Activision
Spider-Man 2	Activision
Rune	Take 2
Covert Ops	SCEE
Resident Evil 4	Capcom
Code: Veronica Complete	Capcom
The World is Not Enough	Electronic Arts
Sled Storm 2	Electronic Arts
FIFA 2002	Electronic Arts
Medal of Honor: Frontline	Electronic Arts
MoH: Fighter Command	Electronic Arts
Kessen 2	Midas Interactive

This list correct – to the best of PSM2's knowledge – as this issue went to press.

MAY THE FOUR BE WITH YOU

Multi-player action turns up in many forms with both a two- and four-way split included along with a head-to-head battle mode, team challenge option and straightforward sprints to the finish.



MULTI-TAPPED: Despite the division of the screen, the environment rendering is still admirable.

KART CARNAGE WITH SUPER BOMBAD RACING

All you favourites from Episode One given that special big head makeover, all in the name of comedy

EXPECTED UK MAY

STAR WARS: SUPER BOMBAD RACING

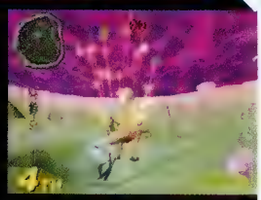
Big George's indefatigable universe keeps on rolling, as yet another genre goes over to the lucrative side of the force...

STAR WARS: SUPER BOMBAD RACING

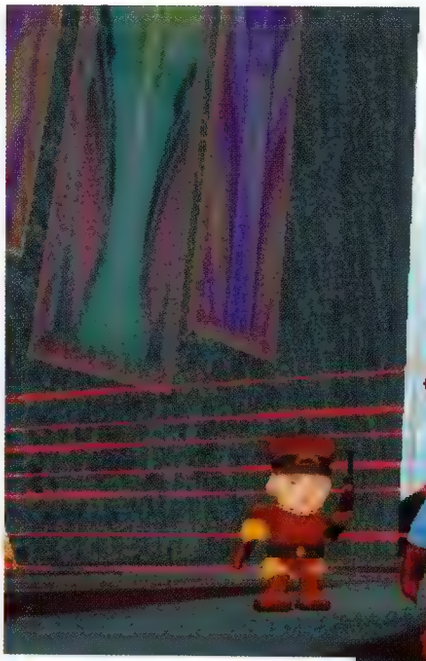
"ENOUGH SELF-REFERENTIAL MOMENTS TO SATISFY THE MOST DIE-HARD OF FANS"

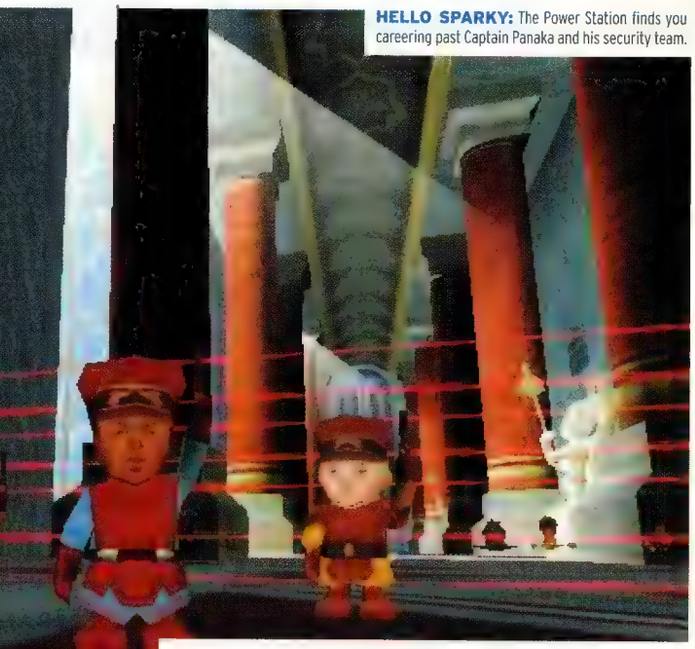
NO, I'M SPARTACUS

The game's Arena mode puts you in a ring with more power-ups than a battery factory, and lets you run around biting each other 'til you die. The four locations you can visit in this mode are: Naboo Battlefield, Jedi Temple, Great Pit of Carkoon and Hoth Asteroid.



HOLE LOT O' TROUBLE: Carkoon, some time before Return of the Jedi but still sporting Jabba the Hutt's desert barges.

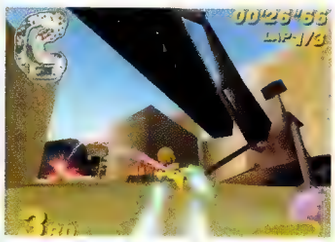




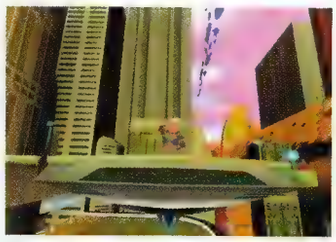
HELLO SPARKY: The Power Station finds you careering past Captain Panaka and his security team.

BACK ON TRACK

You only start with three of the nine tracks opened at the beginning of the game and have to come either first or second in all of these to unlock the following six. On your tour of Episode One locations you can expect to visit Naboo's Swamp, the Dune Sea, Theed City, the Podrace track, Otoh Gunga, Mos Espa, Coruscant, a Power Station and the Droid Control Ship. There's also an indication that there're a few extra levels to uncover...



ROLLING STONE: Anakin's home town of Moss Espa shows a more built-up version of Tattooine.



UP TO THE BUMPER: The city planet of Coruscant has some incredible background animations.

NABOO OR BUST: Theed's waterfalls provide numerous opportunities to boost over the opposition.

POD PEOPLE: The other face of Tattooine is the sandstorm and Bantha-ridden pod race course.

STAR WARS SUPER BOMBAD RACING

INFO

- **DEVELOPER** Lucas Learning
- **PUBLISHER** Activision
- **GAME TYPE** Kart Racing
- **COMPLETE** 90 percent

ANTICIPATED FEATURES

- 25 devious devices to poke, burn and generally irritate your opponents with as you scream around the tracks
- Nine initial courses with the bonus addition of four battle arenas as well as a few secret locations hidden away in the code
- A chance to hone you driving skills with the unique handling of each of the characters' eight vehicles

Picture the scene, a young marketing executive hops on the corner of Big George's obsidian desk gibbering, "Ooo, ooo, you haven't done a karting title yet..." The ruler of that galaxy far, far away merely blinks in recognition of a good idea and thus a game is born. A karting title? From LucasArts? Whatever next?

The game is pretty much a straight lift of the winning formula that shifted so many copies of *Mario Kart* back in the '90s but, understandably, with a distinct Episode One twist. Consequently, you've got your Sebulbas and your Queen Amidalas battling it out across 13 levels with enough self-referential moments to satisfy the most die-hard of fans. For example, sweep across the Hoth Asteroid arena and you'll be treated to a low-flying Millennium Falcon. Even Vana Sage's Guardian Mantis from *Starfighter* makes a brief appearance on one of the levels. So how well have George's big ideas been brought to life?

The visuals, so far, do justice to the game's heritage, while at the same time adding a much need injection of fun to the proceedings. The only problem, it has to be said, is that *Bombad* is still being dogged by a hesitant frame-rate – although we've been assured that these will be addressed well before launch.

The gameplay's looking very tidy, with the characteristic mix of power-ups, short-cuts and special moves ensuring that both the single and multi-player action is as nasty and conniving as ever. However, we're still not entirely sure whether the overly complex layout of the levels is going to be that player friendly. **PSM2**

Dark side? Light side? Find out in our review next issue.

MAUL OR NOTHING: If anything, fat-headed Darth Maul'll make you chuckle as you speed around.

TURN OVER FOR MORE SUPER BOMBAD

GO-GO GADGETS

Twenty five, yes you heard us right, 25 tools of ultimate annoyance lie waiting in both the single- and multi-player games. And while all of these fall into three familiar camps – making you go faster, slowing others and protecting your own craft – they have a wide range of effects out on the track. Go for the Jammer, for example, and you'll temporarily blind the opposition. Opt for the Inversion Ray and you'll turn the nearest racer on their head.

COVER ME: Darth Maul negates Boss Nass' attack through a timely use of his shields.

BLOBBY BALL: Here Sebulba drops three mine-like energy balls onto the track.

BACK ATCHA: Amidala shows off her Reflective Blast special attack.

BIG GOO GENERATOR: Singular or multiple goo reduces anyone who runs into it to a halt.

DEER JOHN: The tractor beam is one of the most effective weapons of the game, allowing you to pick up a racer in front of you and throw them miles behind. Guaranteed to lose you friends in the multi-player mode.

BLEEP AND BOOSTER: Boosts come in four different forms and all of them whip you up the field.

SIDE SWIPE: Using photon bursts requires a lot of skill as the missiles you fire have no homing facility.

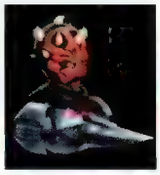
TEAM SPECS

The eight characters you can choose from at the start of the game are all familiar faces from Episode One, plus there's a good chance that a few hidden folk will also pop up.

QUEEN AMIDALA
Vehicle: Royal Starship
Performance: Average
Favourite track: Theed City
Special attack: Reflective Blast

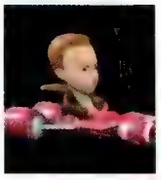
ANAKIN
Vehicle: Naboo Starfighter
Performance: Good acceleration
Favourite track: Mos Espa
Special attack: Energy Coupler

BOSS NASS
Vehicle: Mantaris Amphibious
Performance: Good mass and top speed
Favourite track: Otoh Gunga
Special attack: Spit Spray



DARTH MAUL
Vehicle: Sith Interceptor
Performance: Good mass and top speed
Favourite track: Power Station
Special attack: Lightsaber

JAR JAR BINKS
Vehicle: Bongo
Performance: Good speed
Favourite track: Naboo Swamp
Special attack: Tongue Grab



OBI-WAN KENOBI
Vehicle: Republic Cruiser
Performance: Average
Favourite track: Dune Sea
Special attack: Levitate

SEBULBA
Vehicle: Podracer
Performance: Good turning circle
Favourite track: Podrace
Special attack: Junk Toss

YODA
Vehicle: Jedi Council Chair
Performance: Good acceleration and turning
Favourite track: Coruscant
Special attack: Inversion

DEATH VALLEY

Not only are the other racers doing their best to ensure you finish in a box, the landscapes and their inhabitants like most you dead as well. Ewoks and Gungans aside, the Star Wars universe is still a tough place to live.

STOMACH PUMP: The Sarlaac dwells at the [illegible]

KNOW YOUR ENEMY: The Gungans curb [illegible]

SHRINK WRAPPED: The Jawas zap you from [illegible]

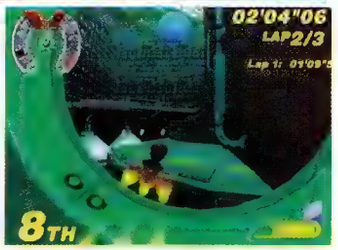
BOULDER HOLDER: The Podrace track has rocks that perpetually roll, just like *Crash Racing*.

UPPER REACHES: The water sections of Otoh Gunga give you the chance for some vertical navigation.

STAR WARS EXTRAS

As with the majority of Star Wars games, this title has an immense amount of depth to it and comes complete with loads of added extras and variations in how you play. Here are a just a few elements that you'll be able to unearth once the game ships...

BYE BYE BIRDY: Run out of shield energy on the arena levels and you'll turn into a Peko Peko bird.



FED EX: The final race level is the Droid Control Ship straight out of the climax of Episode One.

DESERT STRIKE: A crashed vehicle in the Tattooine wilderness looks like the escape pod from Star Wars.

SOLO RENDITION: The Millennium Falcon and the Space Slug from Empire both turn up on Hoth.

PSM2 GUT REACTION

We can't help but crack a smile at the amount of tongue-in-cheek humour on offer here, plus the level of detail is breathtaking. But, we're still not convinced that this is the *Mario* beater that many are touting it to be. If Lucas Learning can resolve the frame-rate problems and *if* they can ensure that the courses are a lot more user friendly, then this is certainly in with a chance of being PS2s first significant multi-player karting title.

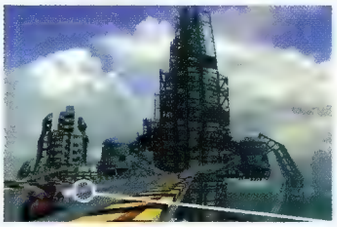
+ Star Wars meets *Mario Kart* on PlayStation 2. Plenty going for it then.
- Frame-rate problems and unclear track layout may well hamper its success.

SMART LIKE A FOX: Team Vixen proving that lasses and biker leathers are made for each other.

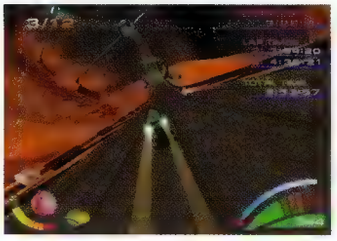
BURN BABY BURN

Twelve types of cyber-bikes, an undisclosed number of teams and sci-fi tracks that resemble those tricky wire buzzer games you get at school fetes. The words '*WipEout*' and 'clone' may spring to mind, but if *Extreme-G 3* lives up to the promise of breakneck action, it could well take the lead on PlayStation 2.

GREAT DIVIDE: Tracks split up at regular intervals allowing you to gain ground via shorter routes.



LIGHT SPEED: In true Akira-fashion the tail-lights of your machine blur as you zip past.

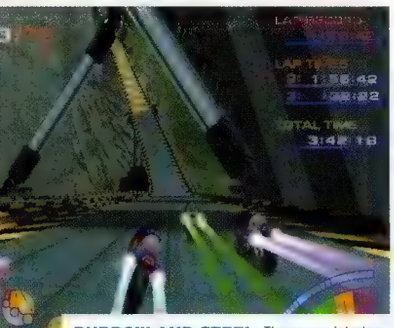


SPIN SPEED: Go first-person and you're in for a real gut-churner. Feel that bile rise...

EXPECTED UK AUGUST

EXTREME-G3

Strap the bikes from Akira to the world's insanest roller coaster and you still wouldn't catch this mercurial racer.



BURROW AND STEEL: The course interiors are blessed with sumptuous lighting effects.

INFO
- **DEVELOPER** Acclaim Cheltenham
- **PUBLISHER** Acclaim
- **GAME TYPE** Future Racer
- **COMPLETE** 25 percent

ANTICIPATED FEATURES
- Never felt the thrill of a cyber-cycle throbbing between your legs? Well there's 12 of them to straddle here.
- No four-player split-screen racing – *Extreme-G 3* just caters for two.
- Gorgeously realised bike construction with detailed airbrake, afterburner and weapon animation.

As the sales of *Moto GP* demonstrate, you likes your bikes. So, it's no surprise that the in-house coders at Acclaim are working furiously to bring their *Extreme-G* futuristic racing franchise to PS2. Originally described as the fastest game to ever tear across the N64, this next-gen rebuild threatens to take the thrills of the previous two titles and punch them inside out.

So what can you expect? Corkscrew tracks littered with detailed background animations that swoop from the depths of the ocean to the heights of the stratosphere? More power-ups than the most frenetic platformer? An mind-melting array of explosive weaponry? God yes. All that *and* a couple of greasy mares (Team Vixen, pictured above). Acclaim, you are spoiling us, no?

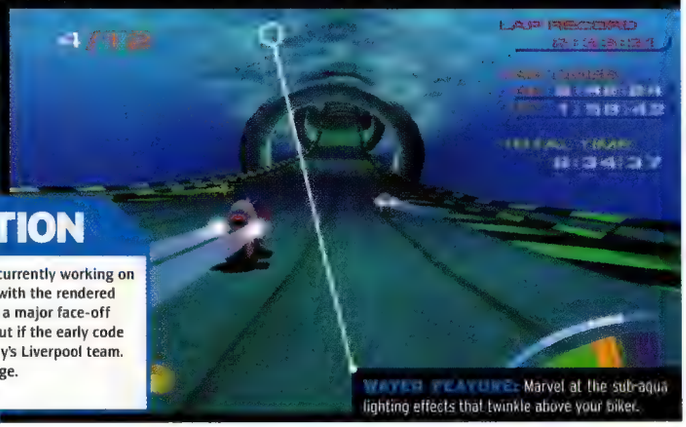
Bundle the beautiful racing visuals and fearsome potential with a turbo boost that lets you break the sound barrier (complete with arse-quaking sonic boom), and you're looking at the blurred tail-lights of something that'll have the *WipEout* boys checking the rear-view mirrors as they prepare their own launch. **PSM2**

We'll be going hands on with Extreme-G 3's sweaty throttle shortly (although we do think the game's likely to slip until September...)

UP AND UNDERS

Track locations are wide, varied and stuffed with background animations. One minute you'll be screaming through arid desert, the next climbing dams amidst verdant hills. Acclaim are concentrating on the bike physics to ensure they reflect the tortuous track 'twistosity'...

WOODWORK TOOLS: Not the speeder-bike scenes from Return of the Jedi, but still impressive.



WATER FEATURE: Marvel at the sub-aqua lighting effects that twinkle above your biker.

PSM2 GUT REACTION

The same team that coded *RC Revenge Pro* (and is currently working on *Crazy Taxi*) appears to be doing an outstanding job with the rendered environments and bike models – we'll be looking at a major face-off between this and *WipEout* in the coming months. But if the early code doesn't have the boots, the accolades will go to Sony's Liverpool team.

+ It looks incredibly beautiful even at this early stage.
- Lack of four-player option could be irritating.

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SWEET DUDES...

As well as being to be able to create your own player, *NBA Street* features a mix of real world basketball stars (Michael Jordan's in there) and freaky Streetball Legends. The animation on the individual characters is spot-on – watching them hang from the hoop is brilliant.

STREET MATES: The on-court action's cheered and jeered by a right bunch of oddballs.

STREET MUSIC: Slaphead here kicks off every match, with a gobful of megaphone bile.

DOWN IN STREET: You get to travel around the USA – sunny LA, snowy Boston, rough New York...

EXPECTED UK JULY 06

NBA STREET

More *NBA Jam*-style arcade action – but this time it's served up by the boys who brought you the best PlayStation 2 game yet. Interested? You should be...

Following in the icy 'board trails of the exhilarating *SSX*, comes this action-packed arcade hoops title on the EA Sports Big range. And, like its ankle-straining label-mate, *NBA Street* squeezes and stretches reality for the sake of quality fun.

You can probably work out the basic idea from the shots on these pages – it's a game of three-on-three basketball set in the downtown courts of smoggy American cities. Straightforward, colourful, end-to-end bouncing stuff, right? It's simply a different flavour of the classic *NBA Jam*, isn't it?

Almost. Yes, it's a gloriously over-the-top game (just look at the funky affroed players, and the action on this month's DVD to see that), but *NBA Street* takes the exaggerated arcade-style of play even further still.

For a kick off, there's an inflated trick system, similar to that in *SSX*. By holding down various combinations of the shoulder buttons and thumbing ◻ and the Analogue stick, your highlighted player digs into a slick special move. It's not just for show either. The more mate-humiliating tricks you do, the more your momentum bar increases. Fill this up and you can pull off a 'gamebreaker' using the turbo buttons (L1+R1) and shoot (◎). This bags you extra points when you score, as well as sending the screen into spasms of colour.

Other rules have been snapped in two as well. Although there's a shot clock in place (keep possession of the ball too long and you lose your accumulated momentum points), there's no time limit to a match. Instead, you play on a 'first to 21' basis. Goaltending's now fully legal as well, and defensive play is vital to your success.

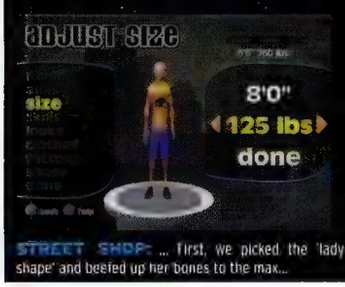
Surprisingly, *NBA Street's* equally as entertaining for the lone gamer as it is for two. The City Circuit mode is where you'll spend most of your time. You pick your favourite NBA team, but then get the chance to add a star player from an opponent's team when you beat them. Excellent. *SSX* for the basketball scene? It's certainly shaping up that way. PSM2

We'll bring you more from the world of NBA Street next issue – in the meantime, check out the DVD...

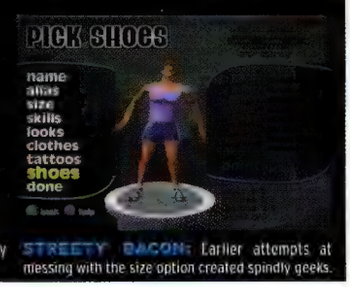
YOU'RE ABOUT TO GIVE BIRTH...

We blame it on wrestling. That dirty WWE. It's because of the stream of wrestling games and their Create-A-Character modes that we're sucked in by the potential of trying to re-create ourselves in games (even if you're never really given enough options to do so). Here's *NBA Street's* version...

ALRIGHT, STREETHEART? She's a big bird, isn't she? Player 'Psmtoo' as she's called, was created like this...



STREET SHOP: ... First, we picked the 'lady shape' and beefed up her bones to the max...



STREETY BACON: Earlier attempts at messing with the size option created spindly geeks.

INFO
- DEVELOPER
- PUBLISHER
- GAME TYPE
- COMPLETE

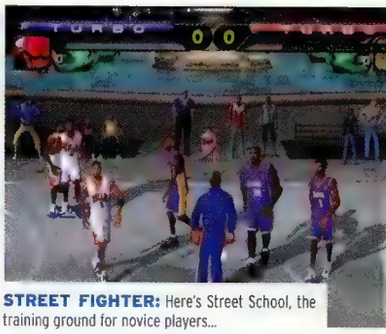
ANTICIPATED FEATURES
- Three-on-three arcade action.
- Trick-based play, where you ultimately win more points for pulling off special moves during a game.
- Three game modes – Hold The Court, Showoff and City Circuit, as well as Street School, where you get to learn the basics.
- Create-A-Player option.
- Collectable cheat codes to unlock hidden features (such as new shoes and tattoos – great).
- The opportunity to visit real-world courts, such as New York's Rucker Park and 'The Cage'. Where?

I'M IN THE MODE FOR DUNKING...

You've got four different modes to explore in the game. First up, it's worth attending Street School to get to grips with successful passing, blocking, stealing and the like. Then dip into either Hold The Court mode (basically 'winner stays on'), Showoff (where you rack up style points against a five minute time limit) and City Circuit (the ladder-style tournament roster).

QUALITY STREET: Catching some stunt-filled air around the backboard helps rack up the momentum...

STREET-EM-UP: You'll need to crank up the quality of tricks in order to pull ahead in Showoff.



STREET FIGHTER: Here's Street School, the training ground for novice players...

STREETNIK: The action pauses at key moments in Street mode, informing you of what to do.

STREET LIGHTNING: Slick use of the turbo buttons sends you haring up the small courts.

STREET LITTLE MYSTERY: You 'win' cheat codes which you enter on the loading screen.

THREE-PIECE STREET: Use all the members of your tall trio to build up your momentum score...

YOUR STREETNESS IS MY WEAKNESS: You can unlock cool new threads by simply being *good*.

PSM2 GUT REACTION

The first batch of shots released for *NBA Street* don't really give an accurate flavour of the game we've been playing (see the two large pics on these pages for examples of these early images). But it's still a tightly coded, action-packed blast of basketball which helps turn the air blue – it's that competitive...

+ Brilliant fun. Easy to get into, with a rewarding trick system.
- Not that deep, really. It probably won't take too long to master it.

PS2 24 7 3DO

WHAT'S GREEN AND SMELLS OF VICK?

General Plastro has teamed up with Brigitte Bleu, a diabolically treacherous Blue Spy, to destroy the Green Nation once and for all.

Sarge, Vikki and the boys fight their way over pool tables, under beds, and even through a pinball machine to the final showdown against Plastro and his troops. Brigitte wants Sarge. Sarge has Vikki.

Prepare for another gigantic war!

IN STORE APRIL 2001!

ARMY MEN SARGE'S HEROES 2

REAL COMBAT. PLASTIC MEN.™ PLAY YOUR PART

PlayStation.2 3DO

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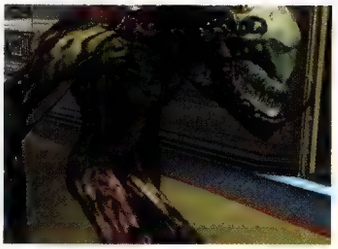
EYE'LL BE BACK: You're alone, on a space station, with this thing. Sweet Jesus.

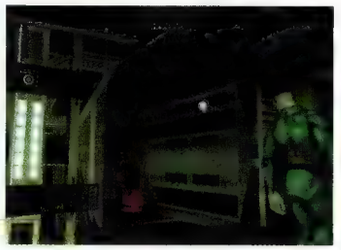
MONSTER MONSTER

Big ones, small one, ones with dental problems and knives for hands... Yep, the diversity of alien life in *RLH* is extremely varied and each of them has their own approach to hunting you down.

DIB, DIB, DIB: The scouts are the most humanoid of the aliens, and also the least dangerous.



LAWNMOWER MAN: The Cutter is equipped with scythes and can read the dead's thoughts.



BABA PAPA: This blob of orange ooze spits acid that dissolves the metalwork surrounding it.

HEAVY WEIGHT: The Brute alien, as its name suggests, is a powerful attack unit with lots of teeth.

MUZZLE HIM: Bug-eyed creatures from another planet demand big gun death. They love it.

GEIGER COUNTER: This profile shot of the cutter shows influences from the Alien movies.

EXPECTED UK OCTOBER

RUN LIKE HELL

Got legs? Know how to use them? Good – *RLH*'s guaranteed to keep you on your toes.

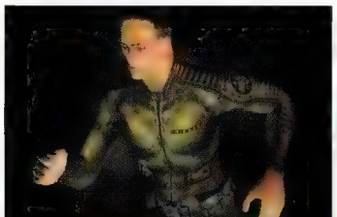
Let's cut to the chase, because that's exactly what *RLH*, or *Run Like Hell*, is all about – pumping your lower appendages and keeping one step ahead of death. The reason for all this leg work? The fact that the central character, Captain Nick Conner, has been stranded on a space station recently invaded by an army of slime-happy xenomorphs.

OK, so the plot isn't much to write home about at the moment, but what's got us lacing up our magnetic trainers in anticipation is the complexity of the enemy AI. Forget about monsters that respawn every time you leave the room, the nasties in *RLH* are – to quote Digital Mayhem – "intelligent and relentless". Shut a door behind you and they'll follow you through. Run for months and you'll still feel their sickly breath tickling the hairs on the back of your neck. The only way to deal with encounters like this is to face your fears – and believe us, you'll be afraid.

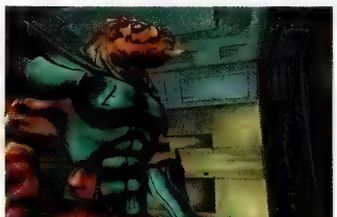
Square up to some of the more sophisticated enemies and you'll be treated to such sights as them ripping the heads off dead crewmen in order to read their thoughts. Or perhaps you'll witness them using severed hands as a means of operating palm recognition locks.

Even if all this visceral grimness doesn't leave you panting and checking the shadows, there's also the inventive addition of a score that's completely tailored to your actions. So, if you get into a scrap you can expect the music to swell to action film proportions, while skulking around waiting for the next onslaught will be accompanied by subdued, yet nerve-jangling, strings. It's this combination of frenetic action and emotive soundtrack that'll definitely make up for any shortcomings on the plot front. In fact, the only other area that's not sending off sparks is the rather staid use of static camera angles. Just like the *Resident Evil* titles, Conner's world is a place of well rendered backdrops, sadly lacking in interactive elements. Let's just hope we're running too hard to worry about the scenery then. **PSM2**

We're on the first shuttle to Foresti station in a couple of months' time – more news next issue...



THE RUNNING MAN: Despite size ten steelies our man Conner can get some speed up.



COPY THAT: Remember, humanoid aliens can operate buttons and door handles just as well as you.

RLH

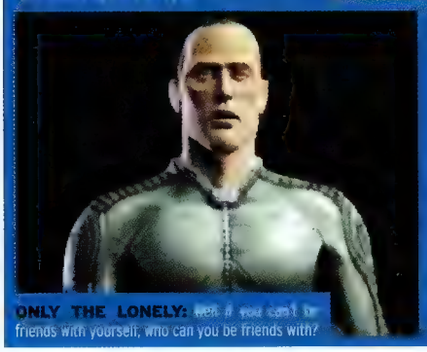
INFO
- **DEVELOPER** Digital Mayhem
- **PUBLISHER** Virgin/Interplay
- **GAME TYPE** Action Adventure
- **COMPLETE** 70 percent

ANTICIPATED FEATURES
- Seven chapters, with each covering one day of your attempted survival on the occupied space station.
- Some incredibly smart alien adversaries to go up against, with enemy models that range from simplistic scout troops to massive entities that survive by dissolving the bulkheads of the station and ingesting the metals.
- Clancy Brown (Dr Neo Cortex in *Crash Bandicoot*), Kate Mulgrew (Star Trek: Voyager), Lance Henriksen, and Michael Ironside will be doing voice-overs in *RLH*.

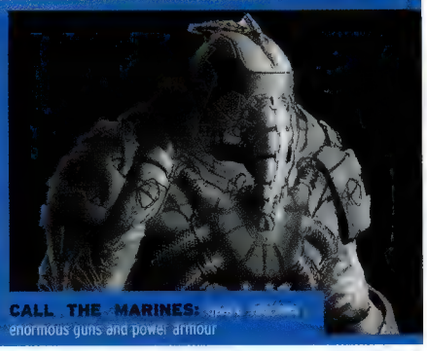
I'M ON YOUR SIDE

Wanted: Like-minded adults to help rid space station of hordes of bloodthirsty aliens. Send an pledges of assistance to Nick Conner, Foresti Station, Centauri 2. Space is a lonely place – we need friends.

BOMBSHELL: [illegible] opening her face [illegible] by us.



ONLY THE LONELY: [illegible] friends with yourself, who can you be friends with?



CALL THE MARINES: [illegible] enormous guns and power armour

STALKING BACK TO HAPPINESS

Observe the anatomy of a perfect kill as your foolish wandering brings you into contact with one of the Cutter aliens. Air cushioned soles? Bionic legs? High energy isotonic drinks? Nah, the time for running has to stop at some point – only guns the size of prize marrows can save your hairy man-ass now. First, we start with a brief glimpse of a wandering alien...

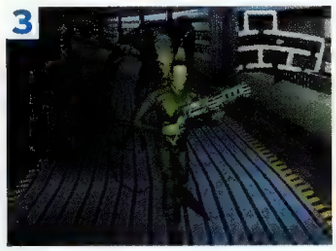
1

MACK THE KNIFE: A xenomorph wondering what to do with the armoury at the end of his arms.

2

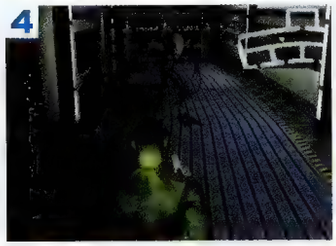
EARLY DOORS: Here's our hapless hero opening doors and darting about without a care in the world.

3



PANTO TIME: The old cliché of 'it's behind you', has never carried as much sinister weight as this.

4



STAND AND DELIVER: It's that old flight or fight moment. Conner decides to stand his ground.

5

UPPER CUT: Ka-*ching*! One swipe with his spikey mitts and you're spurting juices everywhere.

HEADS DOWN: The Brute has become slightly smoother and less athletic than this early artist's impression.

TRACE ELEMENTS

Early drawings of the central characters and creatures show exactly how much of the artist's original detail has made it over into the game itself. It's a testament to the power of PS2 that this kind of implementation of ideas is actually possible.

OLD NICK: Our hero, in-game, looks slightly less rugged and more vulnerable than this production sketch.

PSM2 GUT REACTION

The concept of relentless, super-smart enemies is an attractive one, and with titles like *Extermination* already doing a number on the survival horror approach, perhaps *RLH* will be able to hold its own against Capcom's domination. It should make a ballsy change from relentlessly mowing down shuffling zombies who appear to be unable to do much else but bite and chew.

+ Cool adversaries and an overwhelming volume of high speed action and tension.
- Unrevolutionary plot and a potentially static backdrop. It's going to be very dark.

PS2 24 7 3DO

She wants you...

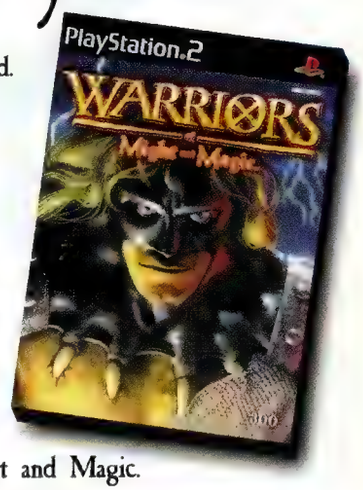
Dead. Imagine a world where a beautiful woman wants you...dead.

Imagine a world where one day you're the captain, the next the captive.

Imagine a world where a mask is a must and the sword your only saviour.

Then, imagine it's not happening to some faceless stranger, but to you.

All you need is a vivid imagination, a Playstation 2 and a copy of Warriors of Might and Magic.



Coming soon to a small screen near you.

IN STORE APRIL 2001!

WARRIORS of Might and Magic

The adventure has begun. Play your part.

PlayStation.2 3DO

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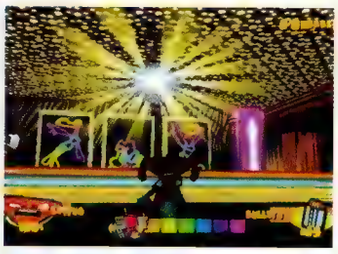
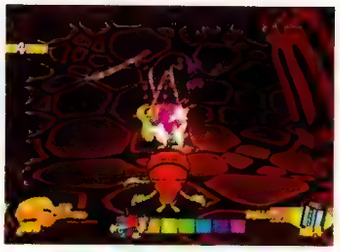
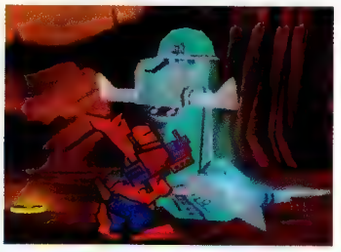
DIG THIS: This huge digger actually trundles around the level - one puzzle involves catching it.



BURN DOWN THE DISCO: Here, Commander Zebra takes you through some dance steps.



INSECTICIDE: You'll only uncover the quite repulsive flea levels by completing the game.



I AM THE WALRUS: General Bristol's an Obi-Wan style character, always on hand with advice.

JURASSIC DIVE: Even the shag-pile carpet's almost waist deep in the Dinosaur House.

EXPECTED UK JUNE 08

FUR FIGHTERS

John Woo meets Hong Kong Phooey – get ready to knock the stuffing out of each other.

Remember that childhood toy you used to love and cherish, until your mum threw it away and told you it had died? Well, now it's time to get your revenge on the world. *Fur Fighters* might look outwardly cute, but that's an impression that only lasts as long as it takes to chamber your first round and find a helpless rabbit.

It uses the same cel-shading technique as *TV DJ* – which looked pretty, even if it played like a Fisher Price piano – and it's full of detailed animation. Pop a cap in a bad guy's arm, and he'll spin around – nail him with a point-blank shotgun blast, and he'll explode in a flurry of stuffing.

The levels are also impressively varied – from a set themed around snowbound New York to a house populated by giant dinosaurs.

There's something new around every corner – including eight mini-games based on everything from bemani to basketball. They're integral to the game, but you'll end up going back to them just because they're such fun. As the crowning touch, there's also a four-player mode. At the moment, it's a bit tricky to see what's going on due to the lack of a first-person view – and everybody complains about how the controls are different from *'Splitters'* – but that should all be rectified in the finished game. We can't wait. **PSM2**

Check out the action on the DVD.

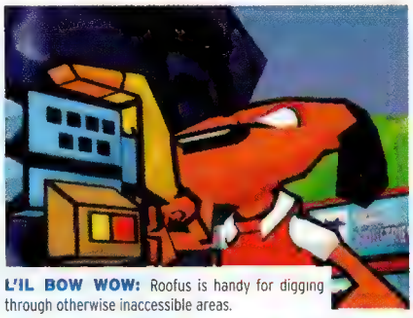
SPAY TIME: Cat versus dog - the eternal struggle resolved, with machine-pistols.

INFO
- **DEVELOPER** Bizarre Creations
- **PUBLISHER** Acclaim
- **GAME TYPE** Cartoon Shoot-em-up
- **COMPLETE** 60 percent

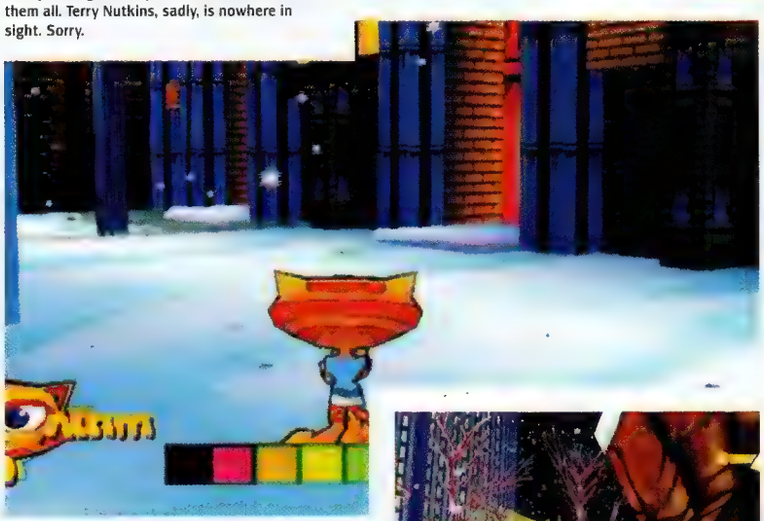
ANTICIPATED FEATURES
- A four-player Versus mode - the disturbingly-titled 'Fluff Match'
- Six characters, each with their own special abilities.
- At least 12 weapons
- All-new character voices for the PS2 version – Rufus the Dog's uncannily similar to Rab C Nesbitt...
- More than 35 huge levels to waste

ANIMAL MAGIC

The Fur Fighters, then, are a band of fighters who last got together to defeat the evil General Viggo in what was known as the Great War. The General was last seen escaping on a jet ski, kidnapping hundreds of babies and transforming their loved ones into enormous robots. And they've got to stop him. By, um, attaching rocket packs to the babies and fighting their mutant relatives to a standstill. Each Fur Fighter's got their own special ability, and to complete any of the sprawling levels, you'll have to make use of them all. Terry Nutkins, sadly, is nowhere in sight. Sorry.

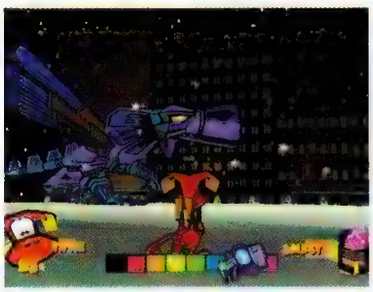


L'IL BOW WOW: Roofus is handy for digging through otherwise inaccessible areas.



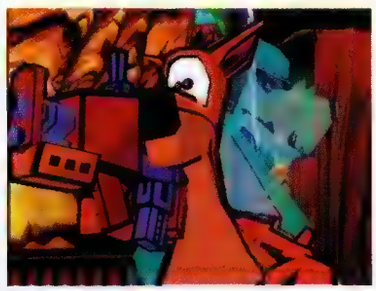
CAT FIGHT: Juliette's best at climbing vertical walls, and also the arrogant loner of the team. Not at all like a cat, then.

PICK UP A PENGUIN: Rico joined the Furballs to 'escape the mundane life of a penguin'. Swims underwater.



THE MAGIC DRAGON: Tweak's best at gliding short distances, and he's only a day old. Aww.

CRAZY LIKE A FOX: Chang was born into a rich family in rural China and he's good at fitting into narrow gaps.



KANGAROOD BOY: Bungalo's mates with Roofus, and sounds like Scooby Doo's hillbilly uncle. Good at jumping.

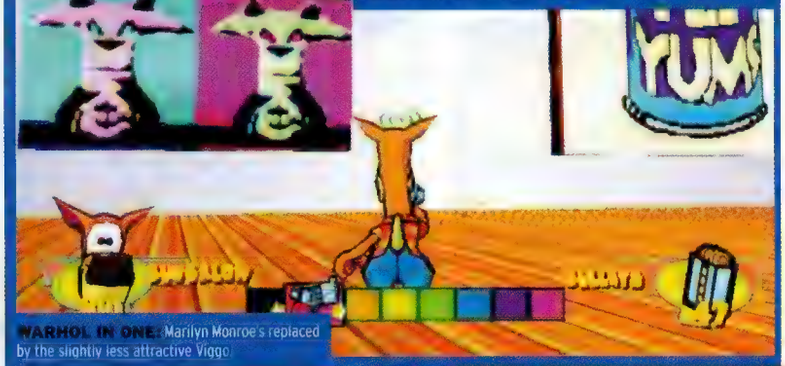
PSM2 GUT REACTION

Among a tirade of dark, gritty games, *Fur Fighters* looks like a breath of fresh air. It's jammed with humour, full of nifty little details and promises more than 20 hours of playing time to get through it even once. The four-player mode's impressive, too.

+ All of the above... and Acclaim have told us they might be including a Gore mode. Heh.
- All the beaver jokes already fall flat.

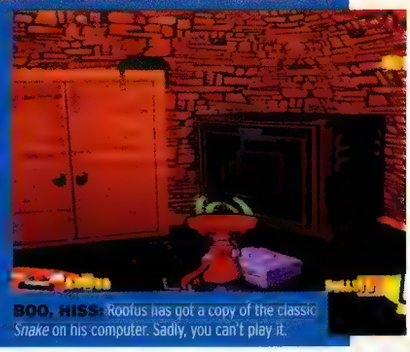
RESIDENT WEEVIL?

Animals leave footprints, bullets leave impact craters, snow falls and glass shatters – the detail in *Fur Fighters* seems spookily reminiscent of *MGS2*. If you see something you'd like to do, it probably works – in the first stage, we were kicking footballs about, watching old arcade games and pinging bullets off signs. Elsewhere, the levels are rammed with in jokes you'll feel warm inside when you spot – our favourite's the Pulp Fiction-style toilet execution. Who says realism only works in realistic games?



WARHOL IN ONE: Marilyn Monroe's replaced by the slightly less attractive Viggo.

VIDEO NASTIES: You'll find some familiar-sounding titles in Fluffworld's equivalent of EB.

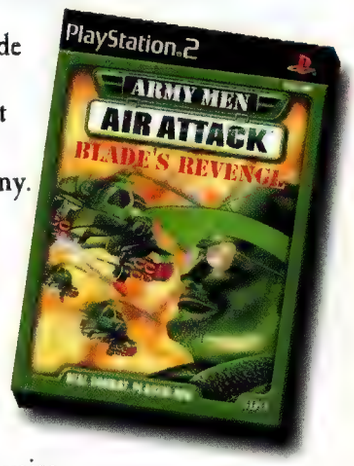


BOO, HISS: Roofus has got a copy of the classic *Snake* on his computer. Sadly, you can't play it.

PS2 • 24 • 7 • 3DO

Come fly with me

The heroic Captain William Blade and his Alpha Wolf Squadron take to the skies as they attempt to defeat General Plastro, the despicable leader of the Tan Army. Plastro is using portals between the Toy World and our world to gather huge supplies of plastic to churn out massive amounts of tan reinforcements and frightening new weapons.



With an onslaught of new missions, improved helicopter physics, deeper game play, stunning cinematics and more character interaction than ever before.

IN STORE MAY 2001!

ARMY MEN AIR ATTACK BLADE'S REVENGE

REAL COMBAT. PLASTIC MEN.™ PLAY YOUR PART

PlayStation.2 3DO

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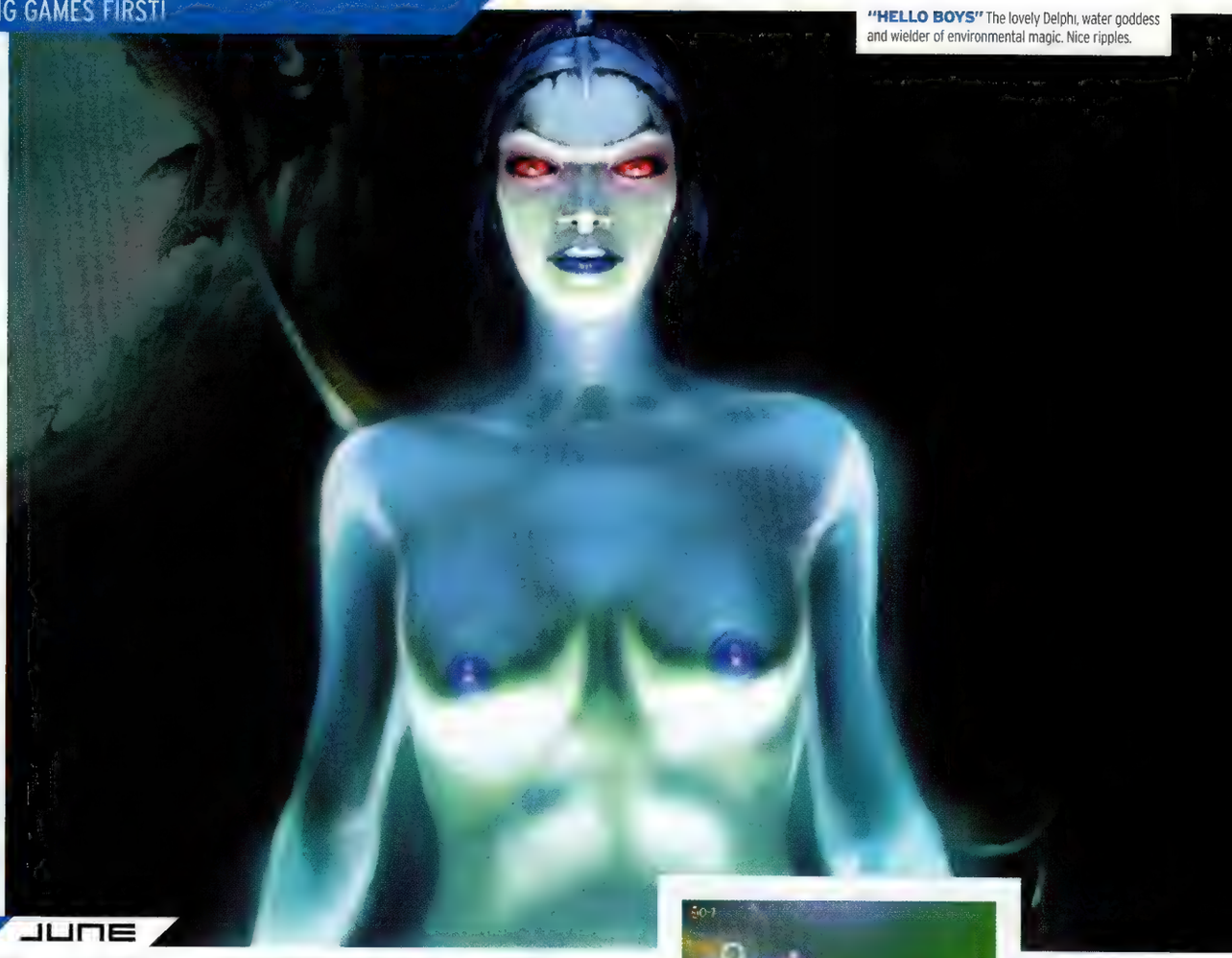
MR BIG COMES TO TOWN

Three races, one planet. You just know it's all going to kick off in a global domination kind of way. Each have their own stylised relationship with the world around them, and each is able to wield a devastating amount of fire-power against their enemies.

COR BLIMEY: Fast gunning in a FPS-style from the Meccaryns. Think London barrow boys in power armour.

BIG UNFRIENDLY GIANT: Kabuto can have up to four offspring doing his bidding at any one time.



"HELLO BOYS" The lovely Delphi, water goddess and wielder of environmental magic. Nice ripples.

EXPECTED UK JUNE

GIANTS: CITIZEN KABUTO

Big up for the Kabuto massive as Digital Mayhem go, er... *large* on PS2.

Fee, fi, fo... forget it. This has nothing to do with magic beans, cross-dressing axemen and singing harps. *Giants* is all about putting some big ideas on a huge stage and seeing what happens.

The mission-based action kicks off on The Island where a bunch of cockney interstellar tourists, The Meccaryns, have crash landed on route to the pleasure planet Majorca. Taking control of this bunch of misfits, you soon discover that one group of the local inhabitants, called Smarties, are happy to trade weapons technology for beer and meat. Much nuking of stuff ensues as you do your best to keep your new friends fed and watered. But to say that this is all the game boils down to would be a gross oversimplification.

The next set of missions sees you playing as the Sea Reaper, Delphi – the lady with the neon nips – and, as such, your relationship with the Smarties takes on an entirely new twist. Now, instead of devices of death, the big headed natives create a wide range of spells to use against the local denizens. The final missions place you in the dirty great boots of the giant Kabuto. For him the Smarties are merely a source of food that allows your bruiser to gain energy for reproduction.

If all of that doesn't sound like enough to satisfy even the biggest bite, there's also the fact that the action breaks down into a gargantuan 45 missions. The only thing that's causing us mild trepidation is the fact the game's vast external environments were so big that even top-of-the-range PCs struggled to shunt the polygons fast enough. Let's hope PS2's innards are big enough for the job. **PSM2**

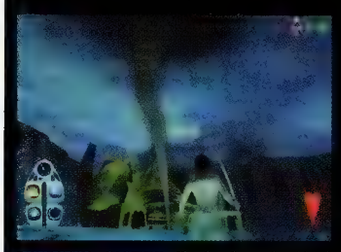
Stomping onto your black box in June, Kabuto's size 205s will be reviewable in our very next issue.

KABUTO JAM: Here's Delphi squaring up to the man-mountain Kabuto. Just look at that sun flare...

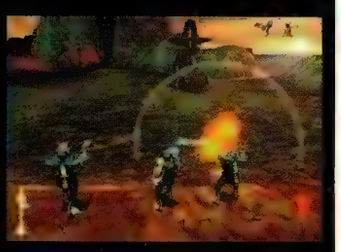
SPACE RACE

The ways and means of gaining territory from your rival tribes invariably results in you trying to hit them harder than they hit you. From Kabuto's body slams and cannonball attacks to Delphi's walls of living fire, it's a case of might is right.

SHOOT THAT POISON ARROW: Delphi still hefts the odd weapon, as well as spells, when she needs to.



TWISTED SISTER: The Sea Reaper's whirlwind attack leaves a trail of destruction across the land.



RHYMING CLAN: Meccs prefer to gang up and use explosive shells and surface-to-air missiles.

INFO
- **DEVELOPER** Digital Mayhem
- **PUBLISHER** Virgin/Interplay
- **GAME TYPE**
- **COMPLETE**

ANTICIPATED FEATURES
- Play as one of three different clans that all inhabit the planetary formation know as The Island.
- An opportunity to get involved with both hi-tech weaponry and some truly awesome conjuring that literally rips the world apart.
- A combination of strategic resource management and mad-in-the-head, full-on action.
- A vast and beautiful world spread over 16 islands crammed with diverse terrain types and environmental features.

LAND OF PLENTY

From the lowly Vimps to the beefy Shepherds, the sunny atols of The Island are teaming with indigenous life and all of it affects the way you approach each mission.

SMARTIES: Keeping this lot in beer and meat ensures that your armoury develops.

SONAKS: Bulky cattle-like creatures with a mean temper and a great acceleration when provoked.

RIPPERS: Part plant, part Praying Mantis and more than enough razored bits to live up to its name.

DACTYLS: Death from the skies as these winged hoppers mob your character wherever they wander.

VERMS: Another aerial critter with more teeth than a king-size chainsaw.

VIMPS: The bottom of the food chain and the basic resource, other than beer, craved by the Smarties.

REAPERS: What the male version of the Sea Reaper loses in looks, it makes up for in strength.

SHEPHERDS: Armed golem-type things that look like they'd be more at home in a fantasy adventure.

PSM2 GUT REACTION

With *Black and White* still dragging its feet, *Giants* could well beat Lionhead's lumbering conversion and clean up with fans from the console market. However, it's still uncertain whether the modifications to the strategy elements have managed to streamline the title's interface.

+ Complex, gripping action with a diversity of mission-based challenges.
- Plodding strategy elements could well slow the pace of the game.

PS2 24 7 3DO

20% SARGE, 30% CAPTAIN
100% CARNAGE

Green Army scientists have cunningly extracted the genetic material from Sarge and his heroes and combined it to create a biotechnologically advanced 'super soldier' named Omega Soldier.

A new gaming style combined with a high tech theme and new technological developments have produced an arcade-style shooter where Omega Soldier aims to defeat the entire tan army once and for all. Single-handedly.

But is it in the genes?

IN STORE APRIL 2001!

ARMY MEN GREEN ROGUE

REAL COMBAT.
PLASTIC MEN.™
PLAY YOUR PART

PlayStation.2 3DO

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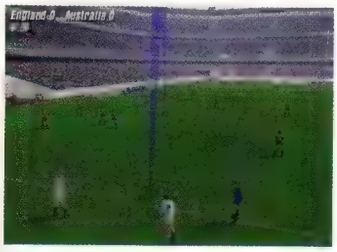
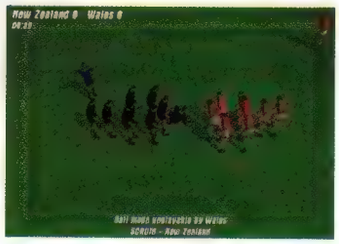
SCRUM PUNCH: This is where ground's won or lost - with a handy stabbing of the D-pad.

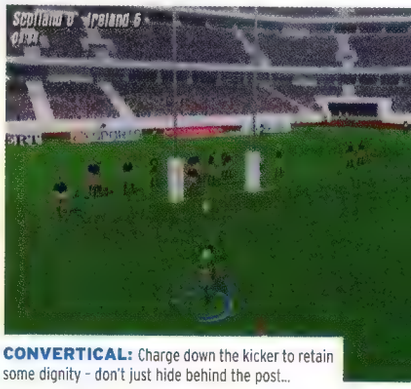
MIST AGAIN: Distant crowds seem just that - distant, and rather shrouded in mist...



KICK START: Arcing arrows aid you in placing the ball deep into the opposition's half at kick off.



SHRUGBY: And here's the reason for the scrum down - Wales. There's lovely, innit!



CONVERTICAL: Charge down the kicker to retain some dignity - don't just hide behind the post...

EXPECTED UK JUNE 06

EA SPORTS RUGBY

PITCH BATTLE: Use the analogue stick to twist the camera around and see where you can improve.

Quite simply, it ain't football. But – get this – the power of PlayStation 2 makes rubbish rugger fun! Here's why...

You've got to hand it to EA. If there's a sport that has the potential to translate well into a videogame – be it footy, street basketball or snowboard supercross – they're the guys every other developer's trying to catch.

So it's no surprise to find them preparing to dominate the 'egg-chasing' market this summer, with the unmistakably titled *EA Sports Rugby*.

We recently spent a couple of days getting to grips with early code and can confirm that, despite rugby not floating every member of the PSM2 team's boat – all those rules, all that *touching* – EA's slant on the sport seems to hammer all the right videogame buttons.

For a start, the control system is easy on the brain, keeping the action flowing smoothly. By tapping L1 or R1 your player hurls the ball to his left or right, respectively. Double-tap the buttons to commit to a longer throw, bypassing your nearest team-mate, or click them three times to corkscrew the ball further still.

Scrummages are handled in a similarly simplistic way – you press ↑ on the D-pad to get your pack shunting forward. But it's not just a matter of banging away *Track & Field*-style. At points you need to tap ↓ on the pad, in order for your guys to jam their heels into the turf and gain a foothold.

Of course, this being a sports sim from EA means that there's a teetering stack of licences resting on *EA Sports Rugby*. RFU, ARU, NZRU, SARFU, FFR, the Bledisloe Cup *and* the Tri-Nations, to be exact. This is a game that takes its sport seriously, but wants you to enjoy yourself as well. A great combo. **PSM2**

Check out the top rucking action on this month's DVD...

JUMP AND GRIND: Take your time with a lineout so you can have a look at the stadium detail.

EA Sports RUGBY

INFO
- **DEVELOPER** EA Sports
- **PUBLISHER** Electronic Arts
- **GAME TYPE** Rugby Sim
- **COMPLETE** 80 percent

ANTICIPATED FEATURES
- 600+ players that can get involved in the World Championship. The other tournaments featured include Tri-Nations, 6 Nations and Friendly matches.
- 20 international teams, including the New Zealand All Blacks, England, Scotland and France.
- The chance to create a squad from a selection of up to 40 players from each team.
- 23 stadiums from around the world, including Twickenham and Murrayfield.

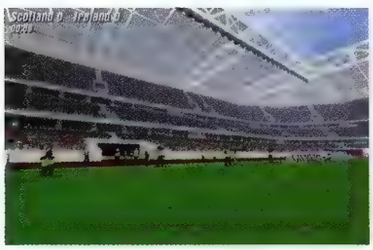
SO REAL, IT HURTS

Although it's not quite TV-quality reproduction of the sport (the stadiums feel twice as big as they should, for a start), EA's coders have done a sparkling job fleshing out *EA Sports Rugby* with authentic touches. Highlights include more than 600 players who compete in the World Championship, 23 stadiums, calls, tackles and other sounds sampled from real matches, muddying of the pitches and players, as well as commentary from Bill McLaren and... Jamie Salmon. Yes, Jamie Salmon! Er, who..?

ANTHEM WEIGHT: First up, there's a chance to check out the pre-match line-up. C'mon England!

BUTT GUSTER: Player grunts have been recorded from actual games. Listen for the muffled moans of Number Eight...

MUDDY HOLLY: The turf and players' shorts will get gradually muddier as the battle rages on...



STADIUM ROCKS: The detailing in the architecture's pleasing - watch out for the cameramen too.

FLAG HAG: Convert a try and the linesmen fist the air with their flags. Just like in real life.

I'VE PASSED A MOTION: This being a game from EA and all, you'll notice emphatic uses of motion-capture.

FALL BLACKS: The positional replay camera means you get to soak up every bone-crunching tackle.

PSM2 GUT REACTION

Way back in 1997 we enjoyed getting stuck in on Codemasters' *Jonah Lomu Rugby* on PSone, and we're looking forward to the similar sweet blend of arcade and sim elements that *EA Sports Rugby* employs. More next issue...

+ Easy to get into. Distills the good points of real-world rugby.
- Maybe too simple for serious rugby fans, especially in one-player.

FINGER-LICKIN' CONTROLS

Rugby – it's all rules, isn't it? More often than not, your rolling, surging play is kicked into touch by some crazy move that's considered, y'know, *illegal*. Like punching a member of the opposition in his stupid swollen face. Thankfully, *EA Sports Rugby* streamlines things somewhat with its straightforward control system. Passing's a doddle, but the more intense situations demand more concentration (though not as much as pulling off, say, King's Octopus Special in *Tekken*). See, despite being played by toffs, rugby *can* be fun.

SHUFFLE THE PACK: Pressing ▲ and ← or → on the D-pad lets you to turn the scrum.

DAFT MAUL: Bind men to your side of the maul with ◎, then use the D-pad as in a scrum-down.

BOOTY CALL: Tapping ⊗ makes your player boot the ball up the field.

PS2 24 7 3DO

In a post-apocalyptic world this is all the tanks you get.

"The following is a presentation of the World Destruction League Network, the leader in global mayhem... WDL presents Friday Night Thunder Tanks! Where every night's a fight for survival.

"These battle events are being brought to you from the most hostile wasteland arenas around this wrecked world of ours. It's total mayhem, total carnage, total entertainment - only on WDL"

Climb aboard your post-apocalyptic tank and twist some metal.

WDL THUNDER TANKS IS OUT IN APRIL 2001

WDL THUNDER TANKS

Mayhem for the masses. Play your part

PlayStation.2 3DO

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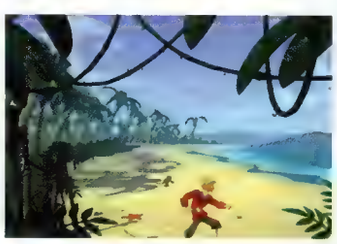
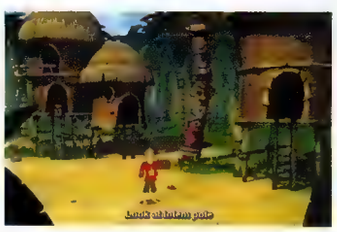
MONKEY MAGIC: This is the first time *Monkey Island's* been rendered in 3D. It looks stunning.

EXPECTED UK TBC

ESCAPE FROM MONKEY ISLAND

It's fair to say that LucasArts have dominated the graphical adventure genre on PC for years, with titles like *Sam & Max*, *Grim Fandango* and the series that kicked it all off – *Monkey Island*. This is the fourth game in that series, which's already been well received on PC. PS2 gamers in the USA will be monkeying it up this Spring – we'll keep you posted on the British release date...





PUPPET RESCUE: You'll have to try your hand at a truckload of obscure puzzles and challenges.

OVERLOAD!

A FRANTIC BURST OF FUTURE PS2

EXPECTED UK TBC

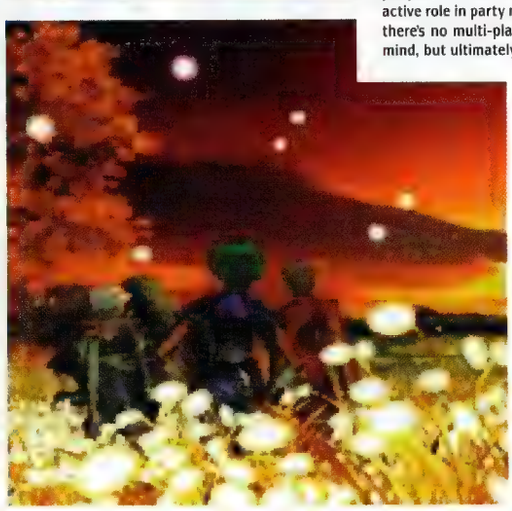
CART FURY

Midway are again looking to their arcade back-catalogue for a future PS2 release. *Cart Fury* is an officially licensed Cart game, meaning that you'll see the real Cart drivers, tracks and announcers. No, it doesn't mean much to us either. Imagine F1-style cars flooring it at high speeds around ovals and street courses and you get an idea of what's on offer here. All with Midway's typically exaggerated turbo boosts.

EXPECTED UK TBC

EVERGRACE 2

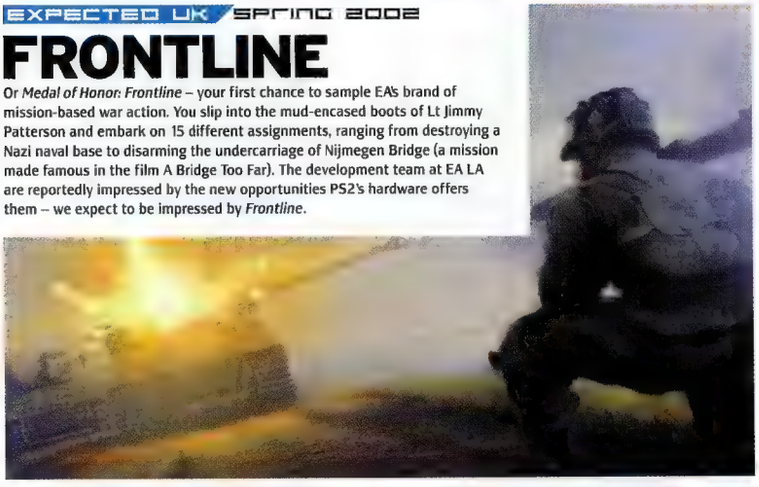
Heading for Japan is the sequel to half-decent RPG *Evergrace*. As you'd hope with a sequel (or prequel, as is the case here), things are being improved. This time round you'll now have to take an active role in party management, with hero Yuterald joined by up to two other characters (although there's no multi-player option). The three adventurers leave their village with numerous goals in mind, but ultimately they discover that there's a common link between them...



EXPECTED UK SPRING 2002

FRONTLINE

Or *Medal of Honor: Frontline* – your first chance to sample EA's brand of mission-based war action. You slip into the mud-encased boots of Lt Jimmy Patterson and embark on 15 different assignments, ranging from destroying a Nazi naval base to disarming the undercarriage of Nijmegen Bridge (a mission made famous in the film A Bridge Too Far). The development team at EA LA are reportedly impressed by the new opportunities PS2's hardware offers them – we expect to be impressed by *Frontline*.



EXPECTED UK SPRING 2002

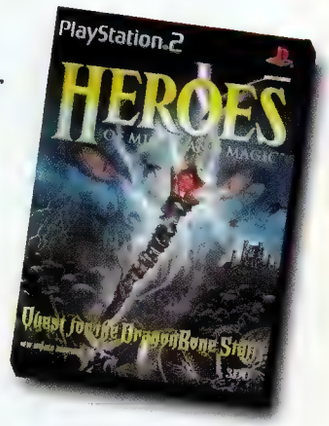
FIGHTER COMMAND

The other *Medal of Honor* title revealed to PSM2 this month. This aerial combat entry in the WW2 series should arrive shortly after *Frontline*.

PS2 • 24 • 7 • 3DO

Find the Staff or the King dies.

"Find the ancient DragonBone Staff" ...the last words uttered by King Argus III before he spiralled into a coma. Malazak the Assassin has poisoned the King, and only by finding and assembling the pieces of a shattered map and capturing a host of Malazak's associates can you hope to find the DragonBone Staff.



This powerful ancient artefact must be retrieved from deep within the evil domain of the realm. Without it, the King is sure to die and the wicked and evil Malazak will conquer all.

The award winning Heroes of Might and Magic series now available on the PlayStation 2.

IN STORE MAY 2001!

HEROES OF MIGHT AND MAGIC
Quest for the DragonBone Staff

Find the staff.
Play your part.

PlayStation.2 3DO

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COMING SOON

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!

EXPECTED UK TBC

KESSEN 2

PSM2's picking up strong rumours that *Kessen*'s sequel is on its way to the UK – although the identity of the publisher has yet to be confirmed. For now, just take at these new shots. Elephants! Brilliant! Bring 'em here now!

EXPECTED UK AUTUMN

TEST DRIVE

Anyone who's been into the videogame scene for a few years will be familiar with the *Test Drive* series. The name's been in use since the late '80s and has spanned all the major gaming formats. But this brand new title, developed by Pitbull Syndicate in the UK (they also handled the coding for *Test Drive 4*, *5* and *6*) looks the best yet, with its new 3D engine and advanced level of AI for the other traffic and rozzers.

WIZARDRY

Take on more than 12 enemies at a time in this RPG from Atlus. No confirmation of a UK release yet.

CITY CRISIS

A helicopter rescue sim which'll be out in Japan in June. Rescue people and help the cops catch criminals.

HARD HITTER

Or *Magical Sports Hard Hitter*. Out in Japan in June, it allows you to create your own tennis players. Spooky...

VELVET FILE PLUS

An enhanced version of *Velvet File* (aka *Robot Warlords*) which Japanese gamers will be playing right... now.

MOTOR MAYHEM

First impressions of Infogrames' car combat game are healthy – although it's not out for ages.

IRON MOON

This is actually a free PS2 mini-game packaged with the soundtrack of Japan TV show Iron Moon Mikazuki.

ESPN 'BOARDING

Or *ESPN X Games Skateboarding*. From Konami. Twelve characters, 64 'boards, 11 licensed soundtracks.

NASCAR HEAT

Gawd bless America and its funny little oval circuits. This looks good, for a NASCAR game. Hits the USA in June.

MUSCULAR RANKING

Konami's brutal sports sim – stacked with seven punishing events – is scheduled for this summer in Japan.

GOLF NAVIGATOR

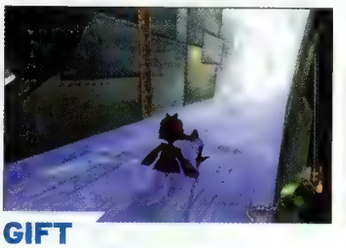
This sim synchs with Japan's golf TV show BS-i, so as you see the real courses on TV, you can play them.

CHECK-i TV

New from Sony – a gameshow-style game with i-MODE mobile phone compatibility. Out in Japan shortly...

SLEEPING DRAGON

Revolution Studios have confirmed the third instalment in the *Broken Sword* series will hit PS2 in 2002.



GIFT

Not quite *Devil May Cry*, but a wild demonic action adventure from zoes crayzee French hommes at Cryo.

WTA TOUR TENNIS

From Konami! Lay-deez tennis! Twenty top lasses (including Hingis-bird)! Coming to the UK this summer!

MOTOCROSS 2002

Or – are you ready? – *Championship Motocross 2002 Featuring Ricky Carmichael*. Out in the US soon...

TOKYO BUS GUIDE

A Japanese-only release along the lines of the *Densha de Go* train driving series, but in a dirty great bus.

COMING NEXT ISSUE...

MORE THRILLING NEW TITLES FROM THE WORLD OF PS2

There're so many new games in development for PlayStation 2, it can be a nightmare trying to keep track of them all. Well don't worry – let PSM2 do that for you. Next month we'll being you a guide to the biggest new titles due to be unveiled at E3, the world's largest videogame trade show held in the USA every year. Expect second-generation software and the odd surprise...

PLUS:

- Commandos 2 – We'll play the latest build and bring you a full report.
- Le Mans – We'll grill the development team until they squeal
- Silent Hill 2 – We'll be going hands-on with the first playable code. Get our verdict, next issue

TO GET MORE OUT OF A GAME, OR JUST TO GET INTO IT, PHONE

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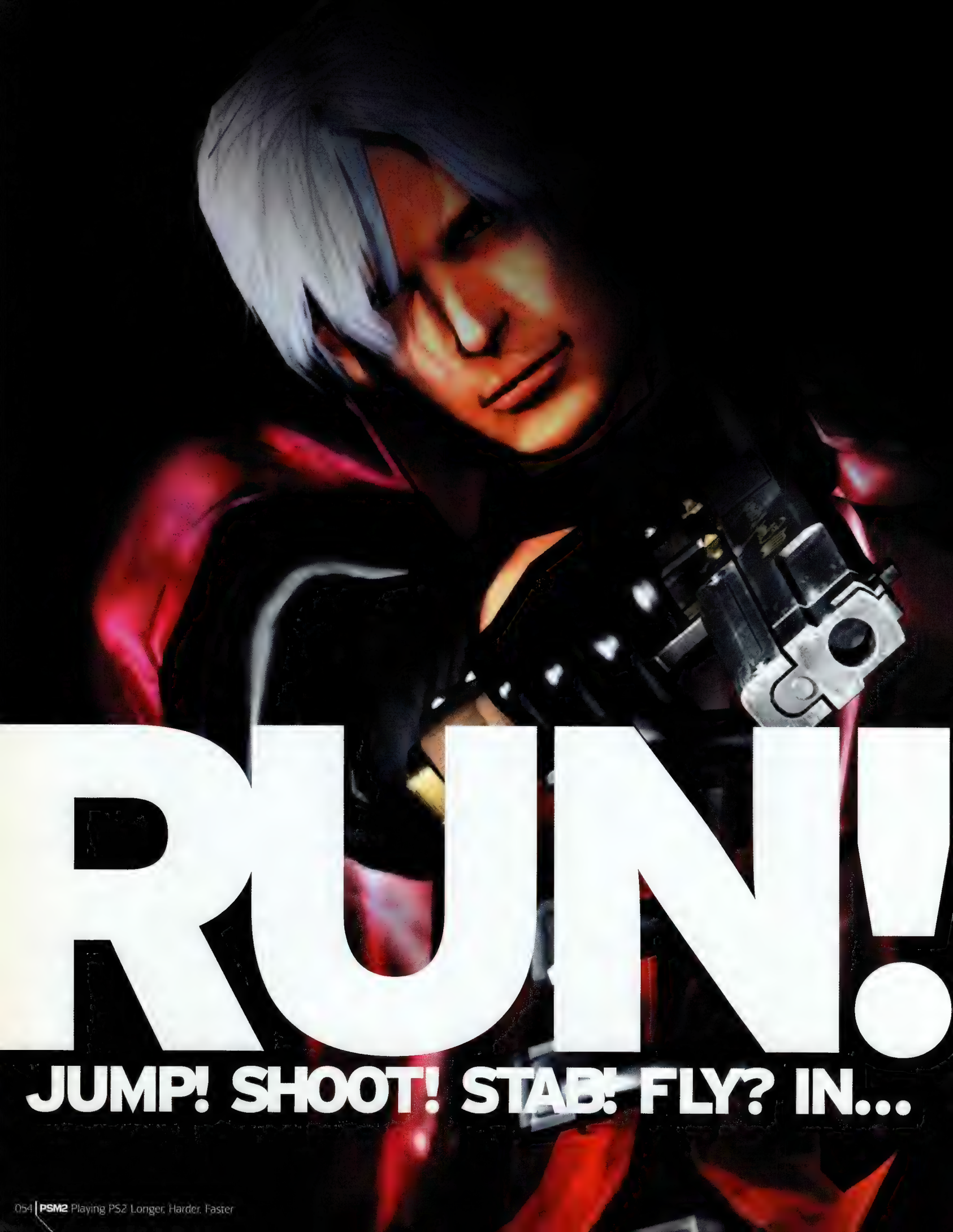


RUN!

JUMP! SHOOT! STAB! FLY? IN...

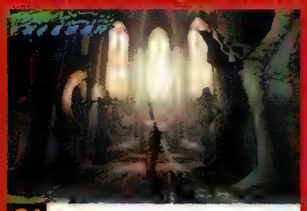
FORGET SOLID SNAKE. DANTE IS THE GUY YOU SHOULD BE SEEN PLAYING ON PS2. HERE'S YOUR CHANCE TO FIND OUT WHY *DEVIL MAY CRY* WILL BLOW YOU AWAY...

DMC

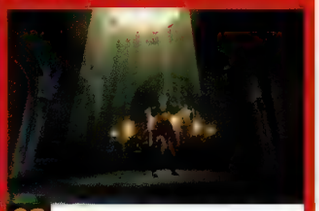
Packed in with the Japanese release of *Code: Veronica Complete* is a demo of Capcom's exhilarating new action thriller. Turn over for our first impressions...

10 BRUISING IMPACT POINTS

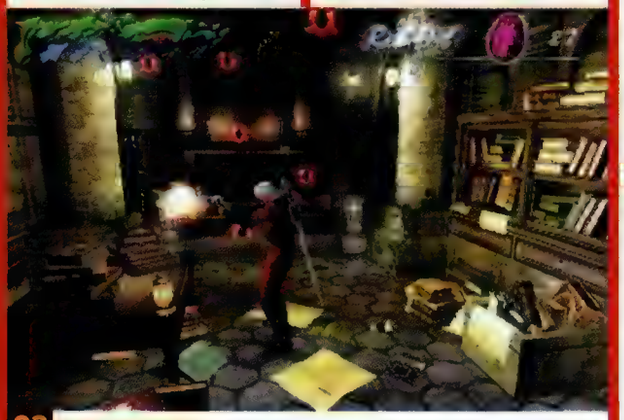
Devil May Cry's a title which takes you to your knees the minute you clap eyes on its super-sharp game world. But, long after you switch the PS2 off, there're many features that keep flicking at your memory cells like a serpent's tongue. Here, in no particular order are the bits you'll be dreaming about if you play *DMC* late into the night...



01 MUSIC: Eerie choral stuff for safe rooms, techno-rawk when danger's ahead.



02 LIGHT: See it flood through open windows and create subtle shadows.

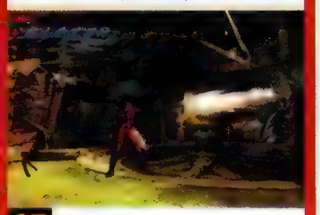


03 ENVIRONMENTS: Crisply detailed, with scenery that might block your view becoming transparent during combat scenes. But you can't smash *every* stick of furniture...

04 CRITTERS: Disturbing visions of witches with scissors linger in your brain...

05 CONTROLS: The sword and gun combo's seriously satisfying and easy to do.

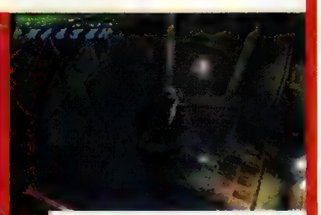
06 SPECIAL FX: Doors with spooky force fields! Demons! Lightning! Brilliant!



07 ANIMATION: Watch Dante's brilliant movement and try not to smile smugly.

08 THE CAMERA: We've got a bit of an issue with *DMC's* pre-selected camera views. We'd have liked a first-person view or a rotatable camera to be able to judge ledges better.

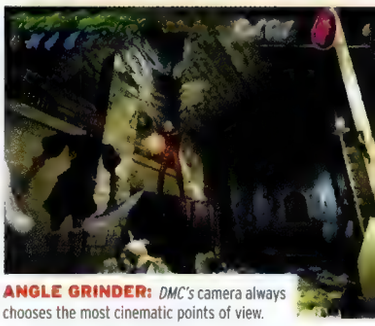
09 ITEM SCREENS: Select a weapon and see it in action. Nice touch.



10 THE PILLAR LIFT: Your pad rumbles as you're powered skywards. Ace.

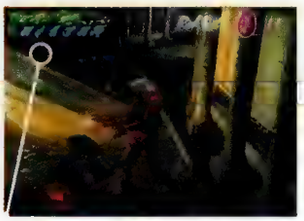
When a gut reaction proves to be the bang on the money, it's punch-the-air pleasing, isn't it? Just imagine how we at PSM2 felt after finally getting to spend some quality time with the *Devil May Cry* demo packed in with the PS2 release of *Resident Evil (Biohazard)*. When we originally got hold of the first shots of Capcom's brand new 'action thriller', we were impressed. When we saw an early build of the game doing its thing, our bellies started twitching. "Promises entertainment by the bucket-load..." we said. And, do you know, we were right. It's a big bucket, too.

As soon as you crank up *Devil May Cry – Trial Edition*, you know you're in for an exhilarating experience. Press Start at the title screen and – if you've driven the volume up on your TV a notch too far – you'll leap out of your skin. A loud crack from a gun, a melting of the screen and a Poltergeist-style voice slurs "Deviiiil Maaayyy Cccrrry". It sets the tone perfectly.

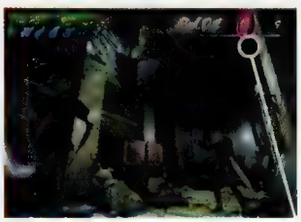


ANGLE GRINDER: *DMC's* camera always chooses the most cinematic points of view.

"THE BLONDE GIRL BOUNDS UP THE ROCKFACE AND THAT'S WHEN YOU TAKE OVER..."



DEVIL INSIDE: Hit enemies to build up this blue gauge – it lets you turn into a demon.



RED OR DEAD: Collect red orbs from the enemies you slaughter. They open doors, y'know...

CASTLEVANIA: Here's the central area, which you'll pass through from room to room.

The playable demo itself kicks off with Dante – the ass-kicking sword 'n' gun-wielding protagonist – and his lovely assistant arriving at a cliffside castle. How you got here and who the hell she is isn't explained. The blonde girl soon bounds up the rockface to enter the fortress and that's when you take over, Dante coming alive under your tentative analogue control. The scenery here is achingly impressive (even pulling a sharp intake of breath from PSM2's resident cynic, Duncan). But there's no point hanging around looking at the pretty pictures. You want to get into the castle. And kill things.

EVIL RESIDENCE

Once you're inside the cavernous interior of the building, you're immediately reminded of the first *Resident Evil*. The place is atmospherically lit and full of stairs and doors, many of which you can't go through until the full version of the game. You know what's going to be expected of you – lots of to-ing and fro-ing between rooms, slaughtering things, solving puzzles and... collecting keys.

To unlock the few essential doors that you do have access to in the demo you need to collect red soul orbs, some of which are floating about the place, others which you collect from killing enemies. Such an uninventive system, it has to be said, seems a little at odds with the super-detailed environments and the intense action sequences, but hell, as in *Onimusha*, it does the job. Some doors require keys (which are always rusty – must be the sea air), so you also spend a lot of time examining the scenery for glinting bits of metal.

As you run from room to room you'll notice that the transitions between scenes are much improved over *Resident Evil*. Instead of having to sit through sequences of opening doors, you're treated to brief screen-sucking warps. It's a bit excessive, but quick enough.

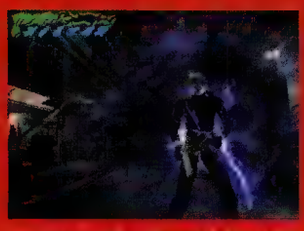
WHITE NOW: The horror's obviously made Dante go prematurely grey. Blimey.

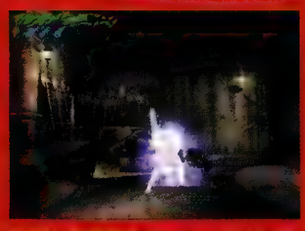
DEVIL MAY CRY

"ANY EARTHSHAKING EXPERIENCE"

DEMON POWER

As we've said, try to forget Solid Snake (at least for a minute). Dante is officially the coolest character on PlayStation 2. Despite the irksome camera leaving you high and dry at times, controlling *DMC*'s white-haired hero is always a smooth process, despite the complex spirit-slaying animation of our man. Here's a taste of the kind of screen-splintering moves Capcom let you do..





enemies), click this for Devil Dante.

ground or become a true flying demon.

or 'lightning' when you're in the air.

FLARE ENOUGH: Rooms light up and shell casings bounce around when you fire.

HOLY SHOT: Watch Dante eye-up the enemy as he casually shoots them up.

"CONTROLLING DANTE IS AN EFFORTLESS JOY – THE WAY GUN AND SWORD ATTACKS CAN BE COMBINED IN ONE SPIRIT-SHATTERING ASSAULT IS FANTASTIC"

However, it's when the killing begins that you begin to appreciate what *Devil May Cry's* really about. The first unbelievable shots PSM2 brought you back in PSM2#05 really did reflect the true quality of the combat scenes. Saunter cooly into a room containing enemies, and the music rolls from edgy goth ambience into racing techno combat rock. The majority of the rooms and corridors in the demo are populated by regenerating enemies (you know, step through a door, kill its shambling occupants, return to that room and they're back again), while others feature a portal through which an endless stream of spooks descends.

Not only does this allow you to rack up all the red orbs, health and demon transformation points you need, but it really lets you get a feel for *DMC's* exhilarating combat system.

DEMON MOVER

Taking control of Dante in the heat of a good scrap is a truly effortless joy, and the way gun and sword attacks can be combined in one flowing, spirit-shattering assault is fantastic.

In fact those people watching open-mouthed over your shoulder as you wade into a trio of floating, scissor-wielding apparitions will – thanks mainly to the slick animation – respect your gameplaying skill. Make no mistake, Dante is the man. Draw your pistols (or shotgun, when you find it) with L2, move the scarlet-clad one around the room and he'll follow the enemy with his weapon, marching around them and double-stepping backwards like something from John Woo's dreams.

You can't run with your guns drawn, but it doesn't really matter – simply lift your finger off L2 for a second and leg it to a more advantageous position.

In fact, even when he's taking a shoeing, he looks good. After being grabbed and slashed by a blade-handed marionette for instance, he'll pick them up and coolly slam them into the ground. Brilliant.

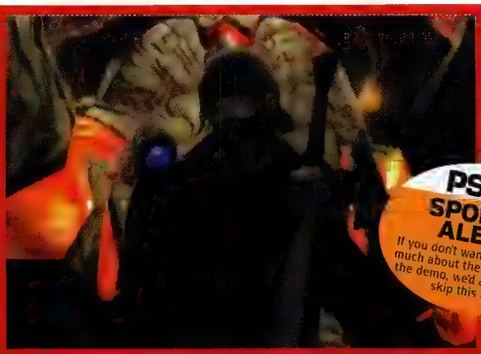
FLY POSER: Yes, there's even a plane in *DMC* – although you can't use it in the demo.

TOWER POWER: The game switches to an into-the-screen moment for a spiral staircase.

BAD THINGS

So what's not to like about the brief *Trial Edition* of *DMC*? Well, the camera's a bit sticky it has to be said. It does track the action with cinematic flair for the most part, but flicks from angle to angle with eye-jarring confusion at times – you *will* catch yourself having to look away from the screen and curse Capcom. And we must admit we're a little disappointed that at the heart of a seemingly complex, sex-soaked experience, is a rather simple game of 'collect the red orbs'.

But none of that *really* matters. Because the minute you find the shotgun you'll forgive *DMC's* odd irritations. It's a game which crackles with style and oozes with atmosphere. Capcom, we salute you. **PSM2**



PSM2 SPOILER ALERT

If you don't want to know too much about the challenges in the demo, we'd advise you to skip this box...

SO, WHAT *IS* THE POINT?

OK, *Devil May Cry* grabs *Resident Evil* by the tattered, rotting lapels and gives it a good shake. Shinji Mikami is the driving force behind the game – he's the man behind the *Resi Evil* and *Dino Crisis* titles, and it shows – with heart-pounding atmospherics and a smart line in puzzles. The demo itself gives you the chance to tackle a couple of riddles. First you need to locate a new sword and, using this, free a stone. This will then let you unlock a secret door – once you find this, well, the demo's nearly over we're afraid. But it does end with a bang. That's all we're going to tell you.

FIRST BLOOD: This is where the demo kicks off – outside the castle on the cliff...

HANG, MAN: Stay still near the marionettes and they'll string you up in the air like a puppet.

YOU'LL BE ABLE TO GET YOUR HANDS ON *DEVIL MAY CRY* LATER THIS YEAR – MORE NEWS ON THE UK RELEASE, AND A COMPARISON TO ONIMUSHA, COMING NEXT ISSUE...

THINGS ARE HOTTING UP. THE SUN IS SHINING AND PS2'S NEW RELEASES ARE STARTING TO BURN.

JONATHAN

Two words: 'Star' and 'Wars'. With Activision's latest addition to the rich universe of George Lucas we're finally beginning to taste what the future holds for PS2, with crack coding squads getting into their stride. And what a lip-smacking future it promises to be with the recent death of Dreamcast providing a free run, competition wise, until the end of the year. We just have to sit back and get showered with excellence for the rest of 2001, right?

The benefits of developers having had Sony's Tool in their hands, so to speak, for well over 18 months now, are already becoming obvious down here in the reviews pit. Big projects are reaching fruition and potential Triple-A gems already litter the horizon.

And this month's line-up is evidence that the quality barometer is definitely on an up-swing. The previously mentioned class of *Starfighter* and BioWare's decent *MDK2 Armageddon* do their best to bolster the UK market while *Winning Eleven 5*, *Resident Evil Code: Veronica Complete* and *Extermination* ensure a healthy spate of imports for May.

Let's see if the US and UK can live up to the high standards already set by Japan in the months to come... **PSM2**

PSM2'S MANIFESTO

PSM2's REVIEWS ARE: Analytical, delving, comic, critical, informative, and above all bang on the money. If you want to know exactly where your cash should go, look no further than these pages.

PSM2's REVIEWS AREN'T: Lacking integrity, flabby, overly sensational, oblique and scored to appease anyone within the games industry. If you want a blinkered perspective on the global market, look elsewhere.

REVIEWERS

PLAYING PS2 LONGER, HARDER, FASTER THIS ISSUE:

The world's most knowledgeable and outspoken PlayStation 2 fans.

DANIEL DAWKINS

- **SPECIALIST IN:** Driving, Sports, RPGs, Shooting
- **HAVING FUN WITH:** Winning Eleven 5, F1 2001

Inch-high Welsh guy Dan spent the month pretending to be Billy from EastEnders. It's a size thing, apparently. Still, he drives as fast as *any* six-footer .

JOEL SNAPE

- **SPECIALIST IN:** Pulling triggers and punching things
- **HAVING FUN WITH:** Resident Evil Code: Veronica Complete

"What do you mean I'm dead? I can't be dead. Can anyone hear me?" The harsh reality that is survival horror bites down on Solid Snape's chewy sinews

JONATHAN BRYANT

- **SPECIALIST IN:** Strategy, Mech Combat
- **HAVING FUN WITH:** Extermination

There's only one man wired enough to tackle Sony's chilling new survival horror t'ing. This man. In a room full of crackers, he *always* cuts the cheese.

RICHARD OWEN

- **SPECIALIST IN:** Skateboard titles
- **HAVING FUN WITH:** PSone and ESPN Hockey Night

We found Richard hanging with the men-ducks in the Third Place. We liked his style. We said "Sling us the truth". We gave him *ESPN Hockey Night*

NICK JONES

- **SPECIALIST IN:** First-person shooters
- **HAVING FUN WITH:** Kengo, Warriors of Might and Magic

"They don't like it up 'em," said Jonesy as he carried out another *Might and Magic*-style massacre. Well, would you? No. Cheers. Nick, carve up another fat 'un .

CERI THOMAS

- **SPECIALIST IN:** DVD movies
- **HAVING FUN WITH:** George Clooney

Effervescent, bubbly, kittenish Ceri knows the DVD movie scene inside out. His head is a projection room and his eyes are full of popcorn. Sssh, no talking please...

MARCUS HAWKINS

- **SPECIALIST IN:** Driving
- **NOT HAVING FUN WITH:** Army Men: Sarge's Heroes 2

Marcus had to be tempted out from under his desk with a Haribo Starburst Mix before he touched *Sarge's Heroes 2*. "There's no steering wheel," he puked

MAIL US NOW!

E-MAIL: PSM2@FUTURENET.CO.UK

Have YOU got yourself a PlayStation 2 and fancy writing a short, informative review for PSM2? Found a bundled bargain for the UK PS2 that the whole country should know about? What do you think about the PS2 games so far? Got any dirt on the review crew above? Share the wealth and mail us now!

›UNRIVALLED INFORMATION フハフヌキニラ

WHY PSM2 REVIEWS ARE THE BEST YOU'LL READ!

We love games, but won't resist caving a shabby game's face in – stick with PSM2 to get the best buying advice around.

BEST SCREENS:
We've captured the most dynamic images from the games, with all the levels and views you need to see. They're the best shots you'll clap eyes on!

PASSIONATE OPINION:
PSM2 reviewers squeeze every ounce of detail out of a game, and tell you everything you need to know. Our reviews are as entertaining to read as the best games are to play.

IMPACT POINT:
Here you'll see the defining moment in the game that convinced your PSM2 reviewer that this is a shiny blue disc you should run out and buy or just leave on the shelf.

REVIEWS
FANTAVISION
Whack on the kettle, break open the Digestives and prepare for the world's most spectacular fireworks night. No pomp, no ceremony, no snazzy texture mapping, Fantavision is the PlayStation 2's simplest and arguably greatest invention yet
FANTAVISION
IMPACT POINT
LIMBING EXPLOSIVES
"EVEN WHEN THE GAME INEVITABLY FRUSTRATES AND BEATS YOU, IT'S NOT BECAUSE YOU'RE STUCK, BUT THAT YOU HAVEN'T REACTED QUICKLY ENOUGH"
INSIGHT
BEATING THE GAME
GAMER'S CHOICE
VERDICT
85

VERDICT BOX:
A chunky, comprehensive summary of the game. You'll find out what the best and worst features of the gameplay, graphics, sound and lifespan are, as well as getting a score out of 100. We feel this is the most useful way of indicating the game's quality, rather than some oddball score out of, say, 30.

INSIGHT:
Here you'll find amazing facts about the game and its developers, carefully selected by the PSM2 reviewer to give you a deeper understanding of the title. Or make you laugh.

GAMER'S CHOICE:
Your essential guide to how the game compares to others in its genre. These will be PS2 games where possible, but due to the system's ability to play all your old PlayStation discs we'll also compare the new games with the classics...

ALL THE INFO YOU NEED:
Crammed with every useful fact about the game, you'll find everything here - from how many players it supports to how many levels and playing modes you can expect. For Japanese discs, we'll also give you a guide to how impenetrable the text is. Neat, no?

›HONEST AND ACCURATE シコミカノ

PS2 REVIEWS

We review every last PS2 title from around the world. Each review is clearly marked with its country of origin – we always re-review PAL versions of games we've covered on import.

›HONEST AND ACCURATE シコミカノ

DVD REVIEWS

Every month PSM2 teams up with *Total Film* magazine to review the best of the month's DVDs. We treat extras as a bonus and base our scores largely on the film's quality.

›HONEST AND ACCURATE シコミカノ

PSone REVIEWS

We select the cream of the crop of new UK PSone releases. In this backward compatible world, PSM2 is also your guide to the AAA games on the machine that won't die!

›HARD-HITTING シコミカノ キハワキア

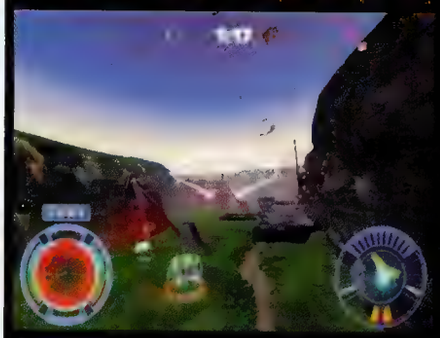
THE PSM2 SCORING SYSTEM:

PSM2 WARNING!

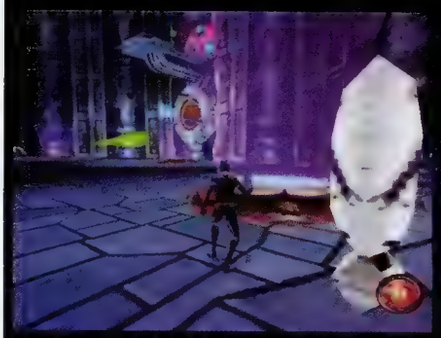
0-29	Shoddy stuff. A game in this category is so bad, *well*, it's just laughable really...
30-49	Possibly fun in the short term, but there're some serious faults in the game's design.
50-69	50 is considered 'average' in PSM2 (unlike some other mags). You can trust our scores.
70-84	An entertaining game that *just* misses out on being something big. Highly enjoyable, though.
85-89	What are you waiting for? If a game gets a score in this category, you really ought to treat yourself. You won't be disappointed – PSM2 highly recommends it, and that's the only endorsement you need...
90+	An unmissable gem which should feature in the game collection of everyone reading PSM2. It's a supreme example of its genre and pushes your PlayStation 2 in every respect. You must play this.

DON'T MISS THESE:

PS2 REVIEWS



STAR WARS: STARFIGHTER 060



MDK2 ARMAGEDDON 066
Warriors of Might and Magic 068
Army Men: Sarge's Heroes 2 070
Kengo 072
NHL Hockey Night 075
Resident Evil Code: Veronica Complete 076
Winning Eleven 5 080
Extermination 082
ATV Offroad Fury 084
ABSOLUTE PS2 093

DVD REVIEWS

O Brother, Where Art Thou 086
Hollow Man 087
Shaft 087
Lawrence of Arabia 087
Romeo Must Die 087
Bring it on 087
Strangers on the Train 087
The Graduate 087

PSone REVIEWS

Panzer Front 088
Time Crisis: Project Titan 089
Simpsons Wrestling 089
Sub Commander 089
Pipe Mania 3D 089
Lego Island 2 089
Fisherman's Bait 089

OUT UK NOW

STAR WARS:

"LUCASARTS HAVE GONE STRAIGHT FOR THE THING

STAR WARS: STARFIGHTER

"YOU WON'T SEE ANY X-WINGS OR TIE FIGHTERS"

With expectation weighing down beyond gravity, LucasArts have had to produce something very special for their PS2 debut. It's just a shame about that Episode One tie-in...

REVIEWER: Joel Snape

The Star Wars universe practically *is* a computer game. Jedi Knights jump like Mario, run like Sonic and dodge bullets. Mercenaries take on incredibly dangerous missions but only get a peck on the cheek off a princess in return. Even the Ewoks live in an elaborate tree-village that seems perfect for some sort of platform thing. So why have all the PSone's attempts at the licence been so disappointing?

LUKE WARM

LucasArts evidently know how to push all the right pop-culture buttons. When *that* music kicks in and the yellow lettering scrolls up the screen, you'll instantly drift off into slack-jawed nostalgia. But it isn't really Star Wars. *Starfighter's* set on a time-line roughly parallel to Episode One – so pastures of Naboo – there's plenty of planetary battling, last seen in the entertaining *Rogue Squadron* on PC and N64.

"WHEN THAT MUSIC KICKS IN AND THE YELLOW LETTERING SCROLLS UP THE SCREEN, YOU'LL INSTANTLY DRIFT INTO SLACK-JAWED NOSTALGIA"

Dark Forces was OK. *Jedi Power Battles* was entertaining but short-lived. And *Masters of Teräs Käsi* – the first game to let you *be* Boba Fett – was absolutely gawd-awful. Thankfully, LucasArts have abandoned the hand-to-hand combat idea for the series' first PS2 incarnation, and gone straight for the other thing that Star Wars does so well – huge space battles. It's a genre that's already worked brilliantly on the PC, and certain members of the PS2 team spent many happy nights playing *X-Wing* or *TIE Fighter* and screaming 'Porkins! You're hit!' at an unresponsive screen. Even better, the missions are divided between the inky vacuum of space and the green

SHE'S A WATERFALL: You fly out through the spray at the start of the Prison Camp level. Lovely.

UNTOUCHABLE LIGHT AND MAGIC: The impressive light-sourcing comes to the fore when you're attacking shields.

INFO

- **CODE TESTED** NTSC (US)
- **DEVELOPER** LucasArts
- **PUBLISHER** Activision
- **GAME TYPE** Space Combat
- **PRICE** £39.99
- **EXTRAS** 1-2 Players, DualShock 2, Memory Card.

DETAILS

- 14 Missions in Story mode.
- Five playable ships.
- Six bonus missions
- Unlockable two-player versions of Capture the Flag and Canyon Race.

STARFIGHTER

THAT STAR WARS DOES WELL – HUGE SPACE BATTLES"

Droid Starfighter

ONE IN A MILLION: It might seem impossible, but tearing into a crowd of enemy fighters from behind's an exhilarating experience.

GREAT BALLS OF FIRE

Whether it's a distracted trooper wrapping his Speeder Bike round a tree, or Alderaan being vaporised by a sneering Peter Cushing, Star Wars has always been good at explosions. *Starfighter*'s no different. Spacecraft disintegrate as you rain down rocket fire on them, feeling grimly satisfied as you pick up their screams on the radio. More cheerily, there's a bit where you blow up a space station from the *inside*, then scoot as it starts to break up.

GROUND CONTROL TO MAJOR BUMBS: Nym's ship is handy for taking out land-based vehicles.

BOOM BAM-A-BAM: Angle your shots carefully and you can take out large, stationary Dropships.

►all the action's based around battling the tax-dodging Trade Federation, rather than the omnipotent, sinister Empire. You won't see any X-Wings or TIE Fighters, and the banana-coloured Starfighter's a poor substitute.

Admittedly, those hopeless battle droids explode entertainingly, but the fact remains that The Phantom Menace just wasn't as good as the original trilogy, and Han's *still* the coolest character. We want to fly the Millennium Falcon. We want to weave between the legs of a moving AT-AT. Damnit all, we want to scream down a heavily-fortified trench and pop two missiles into the Death Star's exhaust port.

They've got at least one thing right, though.

HOLOS DECKED: The hologram training levels are fantastic – endless waves of attackers fall before your constant laser fire.

"NON-STOP LASER FIRE AND CONSTANT RADIO CHAT MEANS THAT YOU'RE ALWAYS GIVEN THE IMPRESSION OF BEING IN SOMETHING *MASSIVE*"

INSIGHT

In the Charm's Way bonus mission, one of the Missile Frigates fires a Chris Corpedo torpedo – a reference to programmer Chris Corry. A man's riding it and waving his hat, Dr Strangelove-style.

Via the magic of the PS2, they've been able to render enormous environments packed full of detail. One battle, for instance, takes place above a lake – swooping ships are reflected in the water, damaged patrol boats sink and a nearby waterfall shimmers and sprays. There's virtually no pop-up, with only occasional jerks in the frame-rate to remind you that you're playing a game. The huge numbers of ships on-screen at once, non-stop flurries of laser fire and constant radio chat means that you're always given the impression of being involved in something *massive*. You're not a single pilot up against a smattering of bad guys – you're the maverick ace who everyone's relying on to change the course of an epic battle.

There's something for everyone, whether it's hurtling down a canyon, playing chicken with a squadron of droid fighters, or bombing the living crap out of a platoon of tanks. While they weren't allowed to use Obi-Wan and the gang – George

INNER SPACE: Flying at full pelt through a space station's nerve-wracking, but still fun.

PROTECT AND SERVE: Note the green shield - that means you've assigned wingmen to protect the pirate freighter.

SHE'S A STAR

While they don't have the charm of Lord Vader's customised TIE Advanced, you'll spot a few familiar vehicles among *Starfighter's* line-up. The most memorable are those gangly-limbed droids from Episode One, who turn up piloting attack scooters and their own little ships – and fly off when they explode. Entertainingly, the Starfighter itself comes complete with an R2 unit – which you'll actually learn to interpret as it bleeps away in the heat of battle.

N-1 STARFIGHTER: Rhys' ship - as used by little Anakin in the first film. Handy homing missiles.

TRAILS OF THE DEAD: Stunning afterburn gives the screen a real sense of hectic velocity.

GUARDIAN MANTIS: Vana's craft. Fires nanomachines that 'tag' other ships and drain their shields.

N-1: Piloted by Essara, your trainer - very nippy, but not much cop at scrapping.

STAP: Piloted by those spindly-limbed droids from the film. Hopeless, but look at the detail.

"SNIPER MODE'S A GODSEND – ZOOMING IN ON A TARGET'S SO MUCH MORE PERSONAL THAN FIRING AT DISTANT BLIPS ON THE SCREEN"

Lucas gets quite protective of his continuity – fresh-faced Rhys, dreadlocked merc Vana and alien pirate Nym are decent substitutes. Keep your eyes open in the cut-scenes that introduce them and you'll see some familiar faces – Watto pops up at one point. Besides, you've always got an R2 unit chirping away in the background.

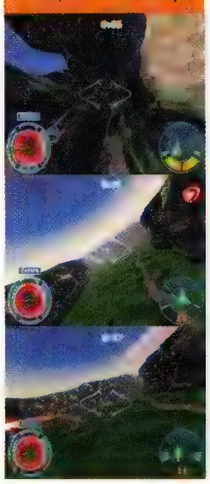
FORCE FEEDBACK

As you'd expect with a game based so heavily on a PC series, the array of controls seems daunting at first. The left Analogue steers, the right controls pitch and yaw, and the shoulder buttons take care of your speed – but you've also got your targetting systems, shooting and communications to worry about. Thankfully these are cleverly handled, making the game feel more like a sim than an arcade blaster – but never sacrificing that instinctive feel.

As well as the traditional rolls and loops, you'll have to master certain skills to do well – hitting brake and yanking back on the stick does a sort of powerslide that works beautifully in enclosed spaces. Sniper mode's a godsend – zooming in on a target's so much more *personal* than firing at distant blips on the screen. In most missions, you've got wingmen to command, so it's possible to play a strategic, team-driven game – covering each other, assigning targets or protecting your own ass. Alternatively, you can leave them to it – or even ▶

IMPACT POINT

Complete the game, and you'll earn the right to race against your fellow pilots in a mad dash through a series of canyons. Not for wimps.

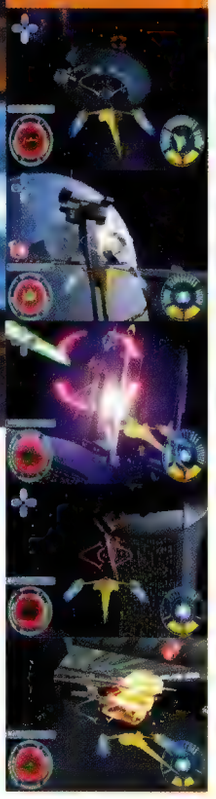


PROTOTYPE INTERCEPTOR: Darth Maul's ship - later evolved into the TIE Fighter. Fearsomely hard.

BOMBS AWAY: It's hugely satisfying dropping your entire payload in a screeching attack run, then pulling up just before the explosion.

IMPACT POINT

In the last mission, you've got to take on the mercenary who killed your teacher – but he flies inside an orbital station, and to follow him, you'll have to do some fancy rolling between parked starships and lots of gun turrets. Unfair, but fun.



"IT'S A SHAME THAT IT'S THE WRONG GALAXY - ONE FULL OF INTERGALACTIC TAX DODGERS AND IRRITATING GUNGANS"

INSIGHT

Type Jar Jar into the Codes screen, and you'll have your controls reversed. Serves you right.

worse, use them to distract a pack of fighters while you sneak round the back for a merciless attack run. With three ships to choose from, tactics vary from level to level – Rhys' N-1 is best for dogfighting, but Nym's best at taking out stationary, well-armed targets. Occasionally things get a bit boring – there's nothing more tedious than waiting for the people you're escorting to turn up after you've shot everyone else – but it doesn't happen often.

TO AFFINITY... AND BEYOND

The only problem, then, is the game's longevity. Fifteen missions isn't a lot – the PSM2 team completed them all in about a day of concerted play. Added to that, there isn't much variation – you're always blowing up or protecting something, and there's never a sneaky mid-level plot twist to make things more exciting. Still, each mission has three bonus objectives, usually revolving around sticking to a time limit or blowing up absolutely *everything*. They don't have any bearing on the story themselves – in *TIE Fighter*, going beyond the call of duty initiated you into the Emperor's secret order – but they *do* unlock some entertaining extras. Once you've earned the Darth Maul Infiltrator – easily the hardest ship in the game – it's time to ramp up the difficulty, tell the wingmen to bugger off and take on an entire star fleet on your own. The bonus missions each focus on a certain area, whether it's bombing, dogfighting or racing – so they're great for a quick blast on your favourite style of game. There's even a limited two-player mode, offering Capture The Flag and Race modes. Racing quickly gets dull, but CTF's an enjoyably deadly game of cat-and-mouse – both ships give off trails, and watching them loop through the skies can be strangely hypnotic.

Starfighter's an impressive game – the graphics (despite occasional slowdown and an annoying ceiling that flips you back towards the ground if you stray to high), sound and huge scale of it all combine perfectly to take you to a galaxy far, far away. It's a shame that it's the wrong galaxy – one that's full of intergalactic tax dodgers and irritating Gungans – but that isn't LucasArts' fault. Even if you don't like the films, the sheer scale and chaos is enough for anyone who digs combat thrills – from the first bars of John Williams' music to the final credits, it feels like you're experiencing something more than another generic space combat game. **PSM2**

CRAFT SINGLES: Dogfighting in between huge, lumbering space freighters gives the battles an epic feel.

WEDGE'S CHOICE

1 **STARFIGHTER**
Non-stop flying, shooting and pyrotechnics. Plenty to keep you coming back, too.

2 **Z.O.E.**
A stack of weapons, tons of explosions and some fine story-telling. Shame it doesn't last longer.

3 **SKY ODYSSEY**
Tons of tricky aerial manoeuvring, no weapons at all and a fair few (self-inflicted) explosions. Good fun.

PSM2 VERDICT

GAMEPLAY
+ Top arcade dogfighting action with just a touch of sim style depth
- Not much variation from the theme of shooting things

GRAPHICS
+ Vast numbers of ships on-screen, pretty missile trails.
- Occasional, sometimes fatal, glitches.

SOUND
+ Laser fire, pilot banter, R2 bleeping and perfect music. Spot on
- Umm... nothing, really. Although Watto gets a bit annoying

LIFESPAN
+ Lots of replay value in the bonus missions and extra ships
- Different story paths or choices would have been nice

OVERALL
Atmospheric, exciting, and full of explosions – *Starfighter's* everything a Star Wars game should be. Although, it does get a bit repetitive.

85

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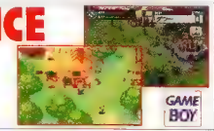

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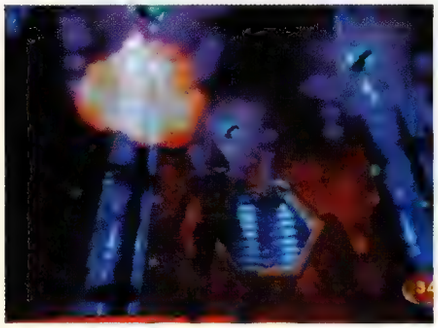
MAD MEDICINE: The Doctor scoots round the levels piecing together some bizarre scraps to create alien-busting weaponry. That gaffer tape's essential to Earth's survival.

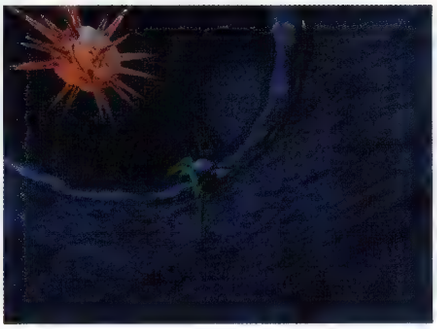
OUT UK NOW

MDK2 ARMAGEDDON

A nutty professor, a janitor and a multi-limbed cyborg dog attempt to prevent an alien invasion of Earth... with huge puns.

REVIEWER: Nick Jones





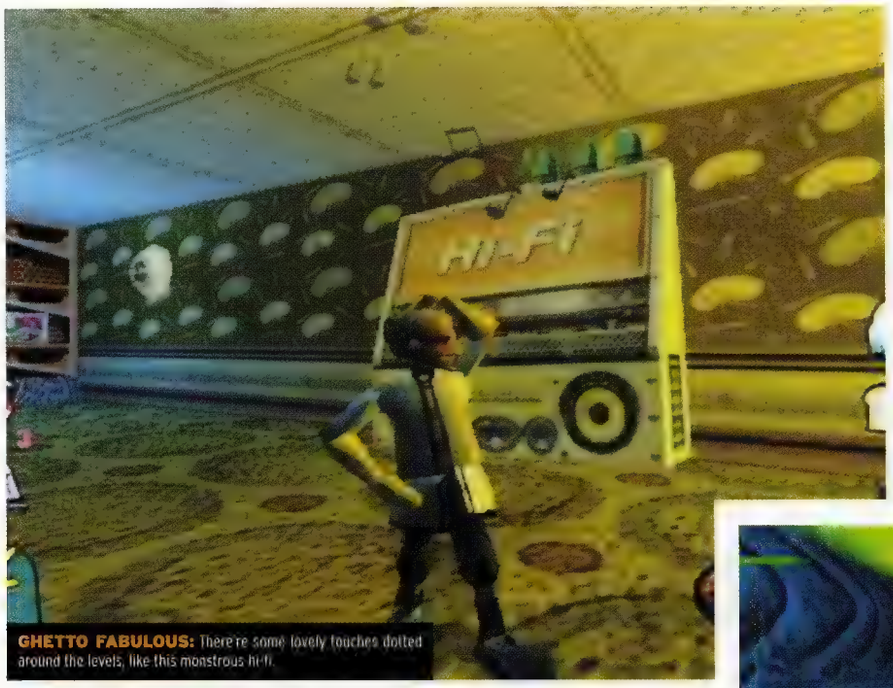
INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Digital Mayhem/ Bio Ware Corp
- **PUBLISHER** Interplay
- **GAME TYPE** Shoot-em-up/Adventure
- **PRICE** £44.99
- **ESSENTIALS** DualShock 2, Memory Card

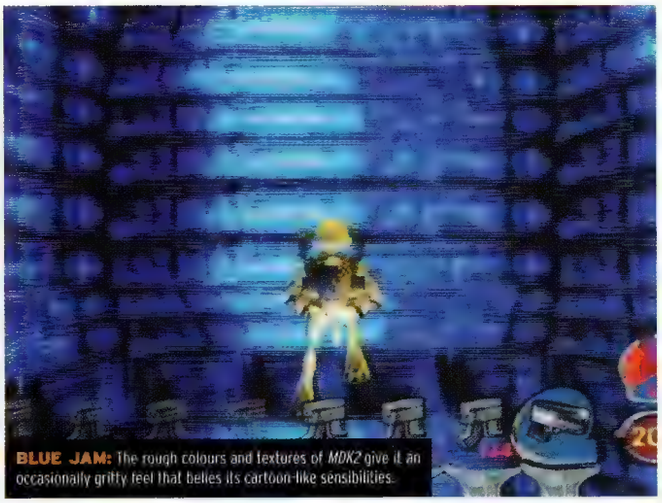
PlayStation.2

DETAILS

- Three characters to control – each one has a different style of gameplay.
- Ten levels, ranging from the surface of an asteroid to Dr Hawkins' Subspace Art Gallery.
- Loads of humour – aliens cleaning space ship windows with their farts, aliens daring you to shoot them... You get the idea.
- This is a stand-alone *MDK* episode, rather than a port of *MDK2* from the dead Dreamcast...



GHETTO FABULOUS: There're some lovely touches dotted around the levels, like this monstrous hi-fi.


BLUE JAM: The rough colours and textures of *MDK2* give it an occasionally gritty feel that belies its cartoon-like sensibilities.

DASTARDLY AND MUTT-LEY: Max bounces around with little to do but use his multiple firearms.

Think '50s B-movie sci-fi. Add a splash of humour from Airplane! and a generous slab of Schwarzenegger-style brawn and, Bob's your bleedin' uncle, you've got *MDK2*. It's a comedy-action game! It's a science fiction action-adventure with some puzzle bits! It's a stealthy shoot-em-up with a six-legged robotic dog and a janitor! Wait a sec... there's also these little retro gaming homage bits thrown in as well. Christ, now we're confused – what exactly is *MDK2 Armageddon* trying to be?

OK, first things first. You get to play as three different characters: Doctor Hawkins, an outcast scientist living above the Earth on a space station; Kurt, the space station's janitor and Hawkins' latest invention – the aforementioned robotic dog, named Max. We forgot to mention that Max's mad for cigars and machine guns – he's your basic crazed canine killing machine. These three characters equate to three different styles of play: Kurt gets to sneak around (although nothing like Solid Snake Dave), Doctor Hawkins solves puzzles and the dog, well, he butchers everything in sight.

You're up against a ridiculously large space villain, Shwing Shwang, and his objective is quite clear – he's trying to take over the world. So it's up to you, and this bizarre crew of nutbags, to save planet Earth. Yes, boring and clichéd but that's the point, *MDK2* really is one long poke in the ribs of science fiction games.

You'll be pleased to hear that there's also some pretty inventive gameplay going on in here, too. Kurt is equipped with a neat Ribbon Chute which, with a fan below, can be used to float upwards. Hence the numerous sections of the game where you spend your time trying to figure out which switches will turn on fans and propel you toward an exit. OK, it doesn't sound *that* crazy when you say it, but it's the kind of touch you might – just might – find in a *Mario* game. Kurt also gets the use of a sniper helmet (with the longest zoom ever), a stealth cloak and bouncing shells and mortar shots, so there's a certain amount of subtlety going on here as well.

"IT'S WAY TOO UNFORGIVING – JUMPING HAS TO BE SPOT-ON. MISSING THE LAST JUMP IN A SEQUENCE WILL SEE YOU RIGHT BACK AT THE BEGINNING"

This much can't be said for the dog. Shooters, guns, hot metal death – that's about the extent of Max's murderous talents. Luckily you can equip each of his four paws (he needs at least two to walk on) with a multitude of shooters so that he's a walking killing machine. Annoyingly, though, when you run out of ammo on one gun you have to manually reload it – very frustrating if you're in the middle of a gunfight.

DOCTOR

With the Doc you mostly have to negotiate your way through levels working out how and when to combine various objects. For instance, using gaffer tape, a broken hand drier and piping, you can knock up a passable leaf blower – you'll need this to blow aliens towards a giant alien-eating plant. Which is obvious, really.

Essentially, the main problem we have with *MDK2 Armageddon* is not with its ideas (there're plenty, and most are excellent) or with its looks, but we've got just a couple of issues with the actual design of the game. It's way too unforgiving at times – jumping has to be spot-on, and falls for that old platformer-style gameplay where missing the last jump in a sequence will see you right back at the beginning. Also, despite the numerous new control options, enhanced specifically for PlayStation 2, sometimes it all gets unnecessarily difficult – especially with the Doc, curiously.

So OK, *MDK2* might not knock you for six within the first minutes of play, but stick with it and you'll find it getting under your skin. It's a true 'gamer's game' and it should be applauded for putting some of the fun back into running around slaughtering aliens. The trouble is that the faults become more noticeable the more you play, and it really doesn't feel very PS2 to us – it's tidy, but could do with a little polish in places. **PSM2**

Get ready to throw your heroic trio into the mix – MDK2 Armageddon is out now

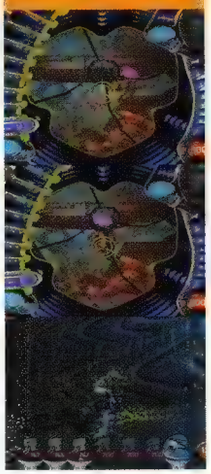
KURT SHORT: The giant locations dwart our stealthy hero as he faces off with the oversized adversaries.

INSIGHT

- This is a sequel to the PC title originally developed by Shiny, the guys behind – yes, you've guessed it – *Earthworm Jim*.
- The city featured in the opening scene is actually the developers' home town in Canada.

IMPACT POINT

Those pesky aliens aren't just trying to blow your head off but they want to have fun doing it as well. Not only do they ironically fake an 'ow' when you shoot them, but they openly taunt you as well. Just as well you've got plenty of big guns to wipe the smile off their faces...



SNIPER'S CHOICE

1. **TIMESPLITTERS** Solid first-person shooting fun but not much of a story. Does that matter? You decide...
2. **UNREAL TOURNAMENT** Competent multi-player shooter let down by dodgy multi-player speed.
3. **MDK2** Wacky humour and good fun, but ultimately irritating in places.

PSM2 VERDICT

GAMEPLAY
+ Fat with variety and action.
- Maybe too difficult to get to grips with for some

GRAPHICS
+ Some spectacular settings and imaginative locations
- Long bland corridors between rooms.

SOUND
+ Thumping techno soundtrack suits the game well...
- ...but isn't to everyone's taste

LIFESPAN
+ This is BIG. It should take ages to complete...
- ...although you may get a little tired of it by then.

OVERALL
A game that attempts to bring humour to videogames. Some inventive ideas ultimately let down by basic design flaws.

76

FUNNY

BLADING YOU DRY
Combat's a random affair that generates all the enjoyment of being mugged.

OUT UK NOW

WARRIORS OF MIGHT AND MAGIC

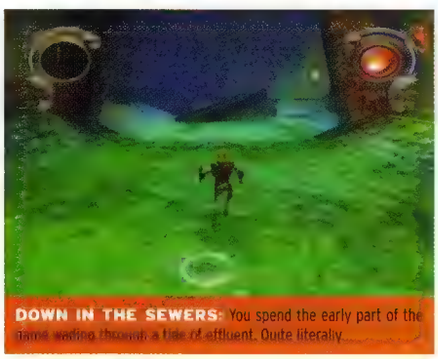
It was a time of darkness. Where one man would rise above all others and bring peace to the land... oh, give it a *rest*.

REVIEWER: Nick Jones

Like to paint little lead figures of orcs and trolls and stuff? Own dice with 12, 16 and 32 sides? Do small white numbers flash above your head when you get hurt? Well, if the answer's yes to all of the above, then keep reading – *Warriors of Might & Magic* is pitched squarely at you.

The story is usual clichéd nonsense. It centres on The Mask of the Accused – which is the ultimate tool of justice. Honest. Basically this mask is used as a punishment for those found guilty of the crime of Necromancy, apparently the darkest of the dark arts (so you can probably imagine just how dark it is). Anyway, you play a warrior who's been found guilty of being a Necromancer and well, you want to get the thing off your face. You set out on a quest to free yourself of... oh, you won't burst your brains working it out.

"IT'S TYPICAL SWORD-SWINGING COMBO STUFF, BUT IT'S BADLY EXECUTED – FIGHTING A GROUP OF MONSTERS IS HAPHAZARD AT BEST"



DOWN IN THE SEWERS: You spend the early part of the game wading through a tide of effluent. Quite literally.

CHAMBER OF HORRORS

The basic gist of *Warriors of Might & Magic* is that you roam the levels, hacking and slashing your way through ogre after ogre, picking up various bits of weaponry, gold and potions and eventually making your way to a final showdown with some beastly boss character. Yes, this is dungeons and dragons as those who hang around Games Workshop after hours know and love it. The trouble is that *Warriors of Might & Magic* isn't even as interesting as all that. Not content with giving us a gameplay style and plot that does nothing to endear you to the genre, 3DO's game would look bad on a PSone, let alone on PS2.

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** 3DO
- **PUBLISHER** 3DO
- **GAME TYPE** Action/Adventure
- **PRICE** £44.99
- **EXTRAS** DualShock 2 Memory Card

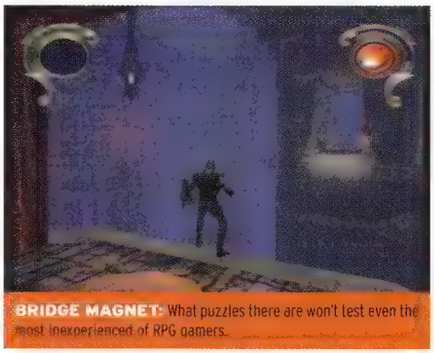
DETAILS

- 12 main areas, each with its own sub-levels.
- You can use either combat or magic or a combination of both.
- As you gain experience your character increases his skills.

CLIPPING YOUR HEELS: The interiors are bland, lifeless affairs with little or no background interaction.

ORC AND MINGY: Enemies band together, and never offer much in the way of opposition – AI is virtually non-existent.

"ENTER A ROOM WHICH'S ONLY A SLIGHTLY LARGER THAN YOUR AVERAGE TORTURE CHAMBER AND THE GAME BEGINS TO CHUG HORRIBLY"



BRIDGE MAGNET: What puzzles there are won't test even the most inexperienced of RPG gamers.

Some of the poorer elements of the game are completely inexcusable. At some points you can see holes through the walls of levels where they haven't been completed. And there's one level where you make footprints in the sand. Fair enough. But when you walk on the wooden walkways, you continue to make those same footprints along with the obligatory puff of dust. If you're going to charge money for a game, may we suggest you finish it before you put it on sale.

Worse still are two things which render *Warriors of Might & Magic* pad-hurlingly infuriating – namely the frame-rate and the combat system. It seems a total mystery why the PS2 can't handle a simple-looking game like *Warriors* – you could probably get away with it on PSone – certainly levels in *Tomb Raider* are as big if not bigger. Enter a room which's only a slightly larger than your average torture chamber and the game begins to chug horribly like your PS2's trying to calculate the meaning of life. This makes navigation an absolute nightmare, especially when you're trying to make a tricky jump or creep along a narrow walkway.

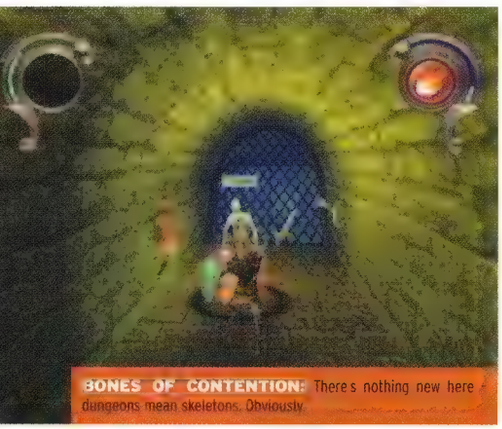
INSIGHT

3DO, the company responsible for Warriors of Might & Magic is headed by one Trip Hawkins – famous for launching the ill-fated 3DO console back in 1994. Oh, and the Army Men games.

COMBAT CROCK

And then there's the combat. It's your typical sword-swinging combo stuff but it's unbelievably badly executed. There's no lock-on to talk about (or at least not one where you permanently face your enemy), so fighting a group of monsters (find a group and they tend to just run up to you for a mass bundle) is at best a haphazard occupation and at its worst just laughable. You end up running away trying to find an area where the monsters aren't *allowed* to go.

We could bang on about the failures in *Warriors* all day, but it basically boils down to some of the worst game design we've seen since... well, since ever. The textures look like they've been drawn with crayon, the level design is confusing to the point of frustration and the puzzles and mini-quests you have to complete are simply motiveless with scant reward.



BONES OF CONTENTION: There's nothing new here – dungeons mean skeletons. Obviously.

BLUE, LA GOON: Even in a situation where you're outnumbered you simply run away. Where's the fun in that?

HIS LATEST FLAME: Your magic improves as you progress through the levels. Sadly, you stop caring before you get any good.

SKILL, OR BE SKILLED

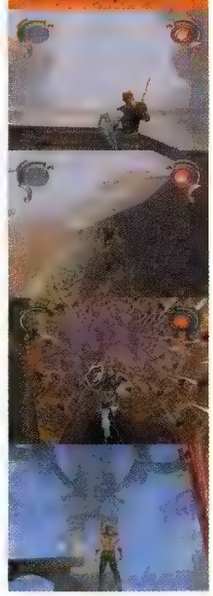
In short, *Warriors of Might & Magic* is a by-the-numbers fantasy action game with little or no imagination. But worse than that, it suffers from either lack of design skill, or programming skill or whatever it takes to make a competent videogame. And we're not talking about flair or creative talent or anything like that, we're talking about the basic skills. That you can learn from a book.

Obviously we don't recommend that you get this. It's one of the worst games yet to appear on PS2 and how anyone can charge the best part of £50 for it is totally beyond us. If you must have your swords and sorcery then have a look at *Summoner* because *Warriors of Might & Magic is* a title straight out of the dark ages of videogames. Leave it to wallow in its own pit of filth. **PSM2**

If you must, Warriors *is out now*

IMPACT POINT

Once you reach the game's third level, you realise just how bad the graphics are. This village is a huge area and totally unnecessarily so. There's just so much fog that you can't even see where you're going... and don't give us that 'it's for atmosphere' nonsense, because we won't have none of it – d'ya hear!



MEATHEAD'S CHOICE

1. **ONIMUSHA: WARLORDS**
   Resident Evil with swords, samurais and ghosts. Quality carnage.
2. **SUMMONER**
   Deep RPG of the swords and sorcery variety.
3. **DYNASTY WARRIORS 2**
   Fast-paced slashing action, hampered by some appalling fogging.
4. **WARRIORS OF MIGHT AND MAGIC**
   Dull, joyless and looks dreadful.

PSM2 VERDICT

GAMEPLAY
+ You can build up your character's abilities.
- Where do we begin? Awful, uninspired nonsense

GRAPHICS
+ Cut-scenes are quite nice.
- Poor textures, frame-rate, character design Oh, everything

SOUND
+ Suitably heroic soundtrack.
- Monsters make noises like fingernails down a blackboard

LIFESPAN
+ Lots of levels
- You're unlikely to go past level two, so you probably won't find out

OVERALL
One of the worst games on PS2. Bad level design and woefully inadequate visuals are only the start of *Warriors'* problems.

24

SEWERAGE

OUT UK NOW

INFO
- CODE TESTED: PAL (UK)
- DEVELOPER: 3DO
- PUBLISHER: 3DO
- GAME TYPE: Third-person shoot-em-up
- PRICE: £39.99
- ESSENTIALS: Memory Card, DualShock 2

DETAILS
- Simultaneous two-player Deathmatches.
- Character biography gallery and movie theatre.

PLASTIC ACTION: The two-player Deathmatches become a [illegible] host weapons.

DAYGREEN BELIEVER: You'll spend a large portion of your [illegible] Vikki Grimm.

ARMY MEN: SARGE'S HEROES 2

More fun than a box of Airfix's finest and a magnifying glass? Not if you've got a cool rockery...

REVIEWER: Marcus Hawkins

Remember *Ikari Warriors*? It was a scrolling shoot-em-up where you took on a guerrilla legion armed with an M16 and a packet of fags. It was quite original about a decade ago, but looks utterly pathetic by today's standards. In fact, the same could be said of plastic soldiers, Meccano and a rag-tag bunch of GIs who conquer insurmountable odds with a 'can do' attitude. Which is a shame, because that's just about all *Army Men: Sarge's Heroes 2* has to offer. Scrape past the surface nostalgia, and you've an incredibly flimsy premise for a videogame.

Shoot-em-ups aren't dead, but they do require sharp execution – something that 3DO haven't delivered. The plastic soldiers look quite convincing, but animate like a ripped flick book. When Sarge jumps and raises his rocket launcher, it's hard not to snigger. If we can accept that a plastic soldier is waging war in our garden, is it too much to ask him to move like a human being?.

SARGEY BARGEY

When you accustom yourself to the controls, there's some fun to be had. Sarge has a wide variety of weapons, forcing you to think more carefully about your attacking options. The M16 is the default weapon and perfect for haring around and dispatching standard foes. Alternatively, you can use the sniper rifle and pick off distant targets in the first person – though the collision detection is suspect. The explosive weapons cause wide-ranging damage and reduce the enemy to a splinter of chipped plastic. Our favourite is the flame-thrower, which causes soldiers to wiggle and melt like they've been left in strong sunlight.

MEAN GREEN MACHINE

Essentially, you have to guide Sarge through a series of toytown levels destroying any soldier who isn't green. To satiate the American audience 3DO have thrown in a token love interest, but all this does is allow for some escort levels where you have to ensure her safety. Nevertheless, there's something charming about attacking pint-size foes on a full-size pool table. The levels are dotted with Meccano bridges and Lego bunkers to reinforce the nostalgic feel.

The biggest problem is that the game looks unfinished, like a poor Nintendo 64 title. For every reflective surface and neat explosion, there's a pixellated shadow and some horrible polygon distortion. The beautiful scenery is betrayed by chugging frame-rates and the awful merry-go-round camera pans. Though it's quite easy to dispatch enemies – particularly the disappointingly weedy bosses – you'll often get killed because you can't see where the bullets come from. On other occasions, you'll slip inexplicably off a platform or walk into a hidden flame-thrower emplacement. You can't predict these pitfalls, so you've got to commit them to memory. What happened to skilful anticipation?

Army Men: Sarge's Heroes is neither unplayable or joyless, it's just a poorly executed pastiche of tired concepts. **PSM2**

3DO's very American release is assaulting a games store even as we speak. The horror.

BLOW THE CANDLE: Your friendly back-up team tend t[illegible]

INSIGHT
- The Army Men have already been immortalised in a line of 3DO branded toys, and will be appearing in a prime time US TV series courtesy of Warner Bros.

GI JOE'S CHOICE

1. **OPERATION WINBACK**
   Neat weapons and expansive levels can't overcome the linearity and stifling greyness.
2. **X SQUAD**
   A visually unremarkable corridor blast-em-up with tedious characters and plot.
3. **ARMY MEN: SARGE'S HEROES 2**
   Bright levels and brassy action, with unlikeable characters and shoddy animation.

PSM2 VERDICT

GAMEPLAY
+ Some destructive scenery and neat weapons
- Inconsistent difficulty and repetitive structure

GRAPHICS
+ Lovely shiny surfaces and plastic fellas.
- Awful animation and cruddy update.

SOUND
+ Stirring classical themes and chunky explosions
- Brain-melting machine-gun noises.

LIFESPAN
+ Hidden modes and two-player Deathmatches.
- Relatively simple one-player campaign

OVERALL
A flawed rehash of established concepts, with novelty appeal for shoot-em-up die hards. Tighter execution could've saved it.

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CHIPPED

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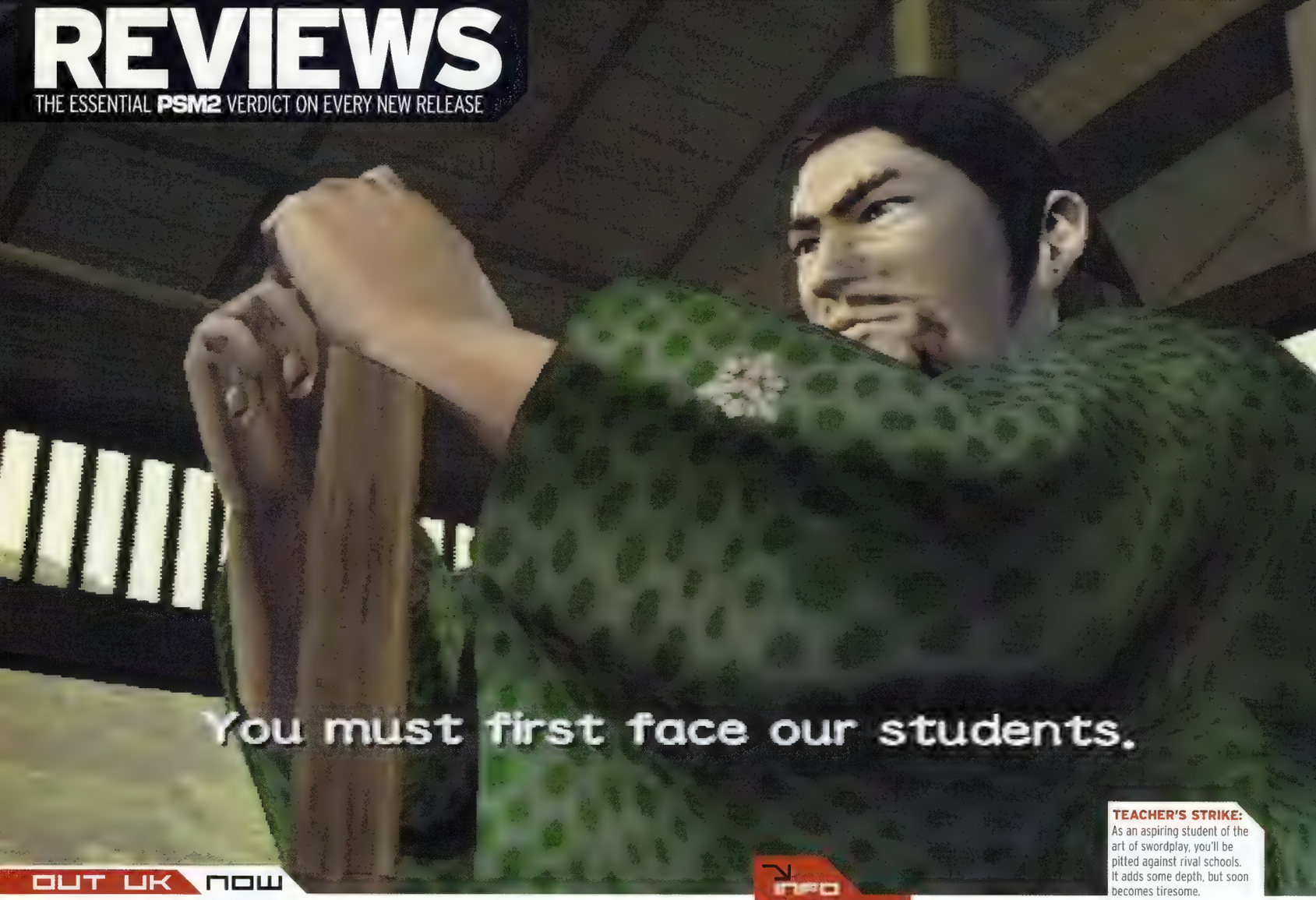


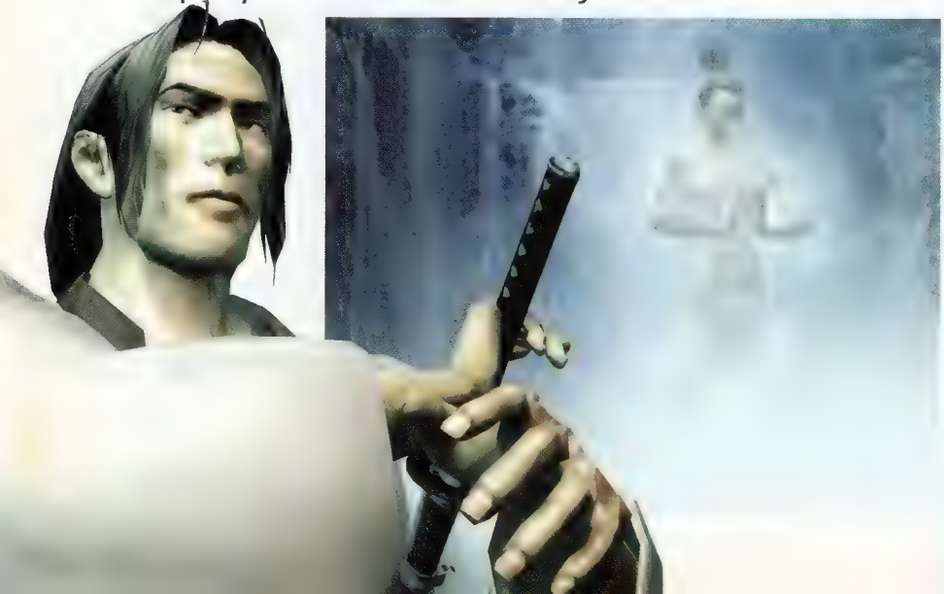
TEACHER'S STRIKE: As an aspiring student of the art of swordplay, you'll be pitted against rival schools. It adds some depth, but soon becomes tiresome.

OUT UK NOW

KENGO

Show those melons no mercy as you dedicate yourself to the noble, ancient art of samurai swordplay... in a brown dojo.

REVIEWER: Nick Jones



INFO

- **CODE TESTED**
  PAL (UK)
- **DEVELOPER**
  Genki
- **PUBLISHER**
  Ubi Soft
- **GAME TYPE**
  Fighting
- **PRICE**
  £44.99
- **ESSENTIALS**
  1-2 Players, DualShock, Memory Card

DETAILS

- 12 different fighters, each with a subtlety different fighting style.
- The single-player mode enables you to create a fighter from a choice of three basic characters – you train him by playing a series of sub games. This fighter can be used to fight in the normal tournament mode or save to Memory Card to fight your mates.
- 3D arenas, but they're mostly all the same – Japanese dojos.

DUCK AND COVER: Evasion's an essential part of getting the better of the more advanced opponents.

This isn't a fighter in the *Tekken* sense, it's something a little more traditional. Inspired by ancient Japanese sword artistry, it revels in being a realistic portrayal of the discipline of fighting, where the swords that you use are lethal tools rather than a way to knock energy off a health gauge. Sadly, though, for the most part you're stuck with a wooden weapon. What's the point of that, then?

In the main one-player game you choose a potential swordsman, train him in the various disciplines and then ultimately defeat all the other dojos. You can choose from a variety of schools – each one offers different training regimes. Training includes Zen meditation, chopping down bamboo and, bizarrely, standing under a freezing waterfall which increases your fighter's spirit. Through these you build up you fighter and then take on the various challenges, fighting your way to your sword licence. Needless to say, your specially trained fighter can be saved to Memory Card and

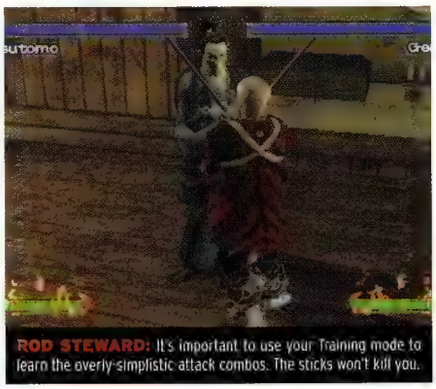
LET'S GET READY TO LUMBER: Hack your way through a bamboo forest to earn points and boost your fighter's stats.

MEDITATION'S WHAT YOU NEED: Keep your crouching samurai steady or the old bloke bops you with his plank

IMPACT POINT

In single-player mode, after fighting and killing the leader of one of the dojos, you're ambushed on your way home and have to fight to the death against the best pupil at the school. He's craving revenge for his dead master. But if you manage to win, you get to keep his sword...

STICK ONE ON 'IM
The majority of the start of the game is bladeless, which is frustrating.


ROD STEWARD: It's important to use your Training mode to learn the overly-simplistic attack combos. The sticks won't kill you.

DULL EDGE: Graphically, there's a distinct lack of colour and atmosphere. It all looks a bit bland, a bit lacking in bite.

used in the other fighting modes and, potentially, on a friend's PS2.

Rather than being a chore, the various training games are reasonably good fun. In Striking Posts (hitting trees) you have to follow a series of on-screen bemani-esque directions and, similarly, in Bamboo Grove you have to chop your way through as many bamboo stalks as you can within a time limit. Each training game relates to an area of your fighter's ability: Attack Power, Agility, Insight, and points earned are dished out to boost your fighter's stats.

INSIGHT

The Japanese katana sword is reputedly the sharpest sword ever made. A typical katana would take months to produce and each sword is so individual that the craftsman would give each one a name.

This isn't like any other beat-em-up you've played before. It's all totally 3D, which means that fighters can move around each other freely. During bouts you've only got three buttons to worry about: Attack, Defend and Parry which, at first, sounds like it might be a bit limiting. It is, but working on combos, timing and strategy bulks out the gameplay.

The problem is that trying to move *and* use the Analogue stick to pull off moves is far too tricky – often resulting in a move that wasn't intended or, worse, not being able to move your fighter at all. Basically bad game design. None of this is helped by the annoying camera which seems to have a mind of its own, rotating and scaling in and out at random.

TOURNAMENTAL

Aside from the training you've got a bog-standard Tournament to enter – there's no actual boss, you just fight, fight and fight until you just give up with the monotony of it all. At least here you get to use a proper sword, and not just a wooden one. But the gore (blood squirts out of wounds convincingly) could've been take one step further – why don't the swords, reputedly the sharpest in history, lop off heads and arms?

The trouble with *Kengo* is that it just isn't particularly inspired. By going for a half-hearted realistic approach, it fails to be exciting, or at least as exciting as two men fighting with deadly swords should've been. As a fighter it lacks the neck-popping subtlety of *Tekken Tag* or the variety and arcade qualities of *Street Fighter EX3*. The Training mode's a great idea and fun for a while, but ultimately *Kengo*'s a terrible waste of an idea that should have been stretched a lot further. **PSM2**

Whip a duster round the dojo and sharpen that katana, Kengo's available now.

"THE TROUBLE WITH KENGO IS THAT IT JUST ISN'T PARTICULARLY INSPIRED. BY GOING FOR A HALF-HEARTED REALISTIC APPROACH IT FAILS TO EXCITE"

DO OR KI: The ki meter, in the bottom right, is boosted by shouting. When it's full you can launch a special attack at your opponent.

CHAN'S CHOICE

1 **TEKKEN TAG TOURNAMENT**
Nothing revolutionary, but there're so much subtlety that this is quite simply the king of fighters.

2 **DEAD OR ALIVE 2**
Chesty ladies shouldn't distract from one of the best fighters around.

3 **KENGO**
Repetitive gameplay can't even be saved by a diverting, and inventive, Training mode.

PSM2 VERDICT

GAMEPLAY
+ Highly tactical fighting and very difficult.
- Fighters tend to face the wrong way. Duff controls.

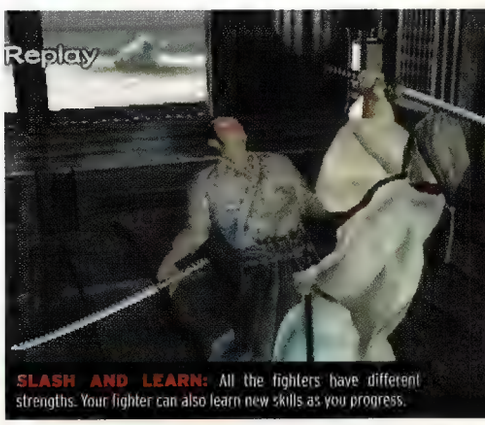
GRAPHICS
+ Great-looking fighters and dojos.
- *That* camera...

SOUND
+ Suitably oriental soundtrack.
- The 'select' noise is like nails down a blackboard.

LIFESPAN
+ A real challenge to master.
- Little variety. Inlikely you'll be prepared to play it that long.

OVERALL
A few tweaks to the controls and this could have been something a bit special. As it is though, *Kengo* fails to inspire.

60
BLUNT



SLASH AND LEARN: All the fighters have different strengths. Your fighter can also learn new skills as you progress.

EXIT
Totally obsessed?
Then get all the news, fixtures, results and interviews on the largest network of independent fan-sites
TotalFootball.com

The inclusion of current stats, as well as some great player detail, throws you right into the action.

OOO, STICK YOU...
Frantic action relies all too heavily on the power of your main man.

OUT UK MAY 25

ESPN NATIONAL HOCKEY NIGHT

Be it censoring Terrance and Philip or software coding, taking on Canadians at their own game is a risky business.

Richard Owen

Despite appearances on both Sega's Mega CD and Nintendo's SNES, strangely, *ESPN National Hockey Night* never saw a PSone release. That all changed when an early work in progress was unveiled at last year's Tokyo Game Show.

Konami's latest offering plays a very slick game of hockey. Every NHL team is included, even newcomers Columbus Blue Jackets and Minnesota Wild, ensuring that slapshot stattos are catered for and team rosters are bang up to date. The presentation, being modelled on ESPN's TV show, is, as you'd expect, way over the top and overtly American, but as slick as anything EA can manage. Also lifted straight from the small screen comes the camera angles and graphic interfaces, both of which add yet more dimensions of realism. Commentary is provided by Gary Thorne and Steve Levy who, guess what, also provide the gobby ramblings on the real thing.

The inane chatter of these two soon gets irritating. With phrases such as: "There's some spectacular action here!" or "That's what we call a skill play from a skill player!" constantly repeated, it's not long until you're knee-deep in the option menu, searching for the commentary 'off' switch.

"YOU'RE MORE LIKELY TO SCORE FROM HOOFING THE PUCK STRAIGHT AT GOAL WITH A SUPERSTAR, RATHER THAN A DEFENCE-UNRAVELLING ATTACK"

The game itself plays well enough, your players gliding impressively around the ring like steroid-fuelled versions of Torville and Dean. Controlling them effectively can be tricky at first, due to the game's realistic skating inertia, but it's not long until you're performing tackles, slapshots and body checks like a true NHL shaved gorilla. Goals, though, are hard to come by and when they do it's more often than not from one of your star players. This problem is at the heart of ESPN's undoings. You're far more likely to score from hoofing the puck straight at goal with a superstar, rather than by unleashing a defence-unravelling attack from a lesser group of players. This reliance on player stats means you have to spend more time juggling team rosters than actually working out plays on the ice.

HEAVY RINKING

However *ESPN* plays, it all comes down to this – is it better than *NHL 2001*? There's little doubt that *ESPN* has the edge in terms of realism, but as a result *NHL 2001* is definitely more fun. It's an old adage as whether to sacrifice realism over playability, but as always stimulation is far superior to simulation. PSM2

INSIGHT

'80s Boston-based band Slapshot are still going strong. Their special brand of old skool hard-core hasn't been diluted over the years as 1996's *16 Valve Hate* album proved to be one of their finest works to date.

PRO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Konami
- **PUBLISHER** Konami
- **GAME TYPE** Sports Sim
- **PRICE** £39.99
- **ESSENTIALS** 1-4 Players, DualShock 2, Memory Card, MultiTap 2

DETAILS

- Official licences from the NHL, NHLPA, and of course ESPN.
- Every NHL team is included.
- All the TV camera angles you can flick a puck at.

PSYCHOPATH'S CHOICE

1. **NHL 2001** Despite a reliance on player stats, EA's first PS2 ice hockey foray remains on top.
2. **ESPN NATIONAL HOCKEY NIGHT** Falls into the same stat trap as its rival, but adds a few mistakes of its own.
3. **NHL 2000** EA's annual release program means that this one-time big-hitter is now sadly old hat.

PSM2 VERDICT

GAMEPLAY
+ Solid manoeuvres and excellent physics crank up the realism.
- Very tough and relies heavily on using star characters.

GRAPHICS
+ Almost as slick as the sports channel itself.
- The puck needs its own cursor as it's easy to lose track.

SOUND
+ Meaty, satisfying rink-side effects.
- Makes Alan Green seem like a commentary genius.

LIFESPAN
Overflowing with options and modes to keep you coming back Slapshot novices will have to master team management.

OVERALL
A solid, realistic ice hockey sim that's bang up to date. Marred by a reliance on character stats and, perhaps, a little *too* lifelike.

68

SIN BINNED

IMPORT REVIEWS

THE ESSENTIAL P VERDICT ON EVERY NEW RELEASE

OUT UK TBC JAPAN NOW

RESIDENT EVIL

"WITHIN THE FIRST TEN MINUTES YOU'LL JUMP ABOUT

CODE: VERONICA COMPLETE

TWICE – HELPED BY A BUZZ FROM THE DUALSHOCK 2"

The Redfields take on Wesker again... and tie up a few loose ends. But after all these sequels, does the Resi series still really have the power to scare?

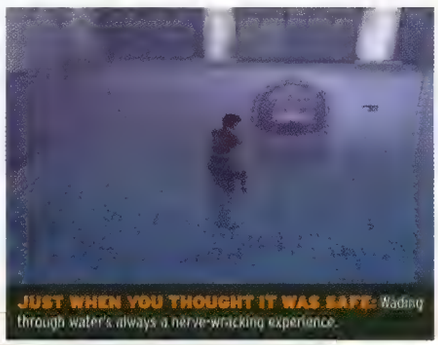
REVIEWER: Jole Snape

There's a bit in every horror film where the heroine's the only one left. All the stupid kids have already been brutally slaughtered and she knows there's something nasty outside – but if she doesn't move, she's dead. You sympathise with her dilemma – so every time she's in danger, you feel a little bit scared yourself. Playing *Code Veronica*'s a lot like that.

This is the fourth in the *Resident Evil* (aka *Biohazard*) series, but it's actually the direct sequel to *Resi 2*. Claire and Chris Redfield are back, though not together – Claire starts off the game as a captive of Umbrella, with the control switching to Chris in the second half as he arrives to rescue her. Unlike the Dreamcast version – which had separate discs for Claire and Chris – *Complete* on PS2 comes on a single DVD. Much easier to deal with. It also offers at least ten minutes of FMV footage and extra plotlines to uncover, mostly revolving around Wesker's mysterious rejuvenation – you might remember him getting ripped to bits by a Tyrant at the end of the original *Resi*. But we're getting away from the scariness.

As with the best horror films, there's a fine balance between nerve-shredding tension and outright shock tactics in *Code Veronica*. Within the first ten minutes, you'll jump at least twice – helped by an unnerving buzz from the DualShock 2 when the game's trying to frighten you. In other scenes, it plays with your emotions like a cheap accordion. You round a corner, and jump as you

"NOW OUR HEROES CAN LOCK ONTO TWO ENEMIES IF THEY'RE CARRYING A PAIR OF GUNS – A NOD TO TOMB RAIDER'S SIMILAR SYSTEM"

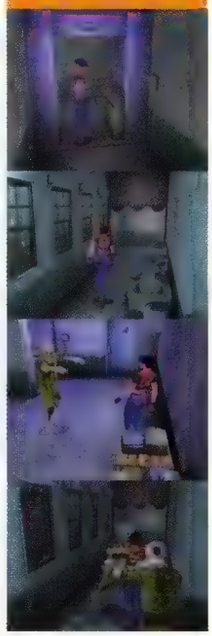


JUST WHEN YOU THOUGHT IT WAS SAFE: Wading through water's always a nerve-wracking experience.

BOLTING YOUR FOOD: Fill a zombie with crossbow ammo and he'll stagger around like a meaty pincushion.

BAG OF TRICKS

The few sections where you're unarmed help to emphasis the *survival* part of the game. Here, Claire's left her guns behind to get through a metal detector – but every window she walks past has a zombie peering through it. It gets worse, too – on the way back, they break in...



INFO

- **DEVELOPER** NTSC (Japanese)
- **DEVELOPER** Capcom
- **PUBLISHER** Capcom
- **GAME TYPE** Survival Thriller
- **PRICE** ¥6,800
- **EXTRAS** 1 Players, DualShock 2, Memory Card

PlayStation.2

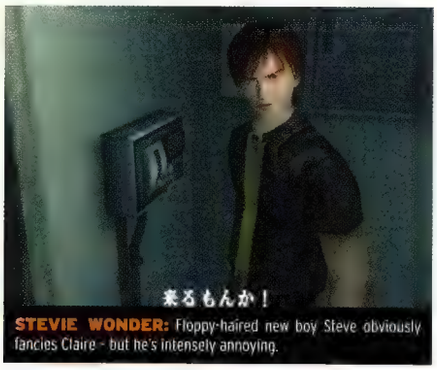
DETAILS

- The Japanese version comes with a free demo of *Devil May Cry* – which you can read about on pg54.
- The story's told in two parts – the first bit revolves around Claire, while the second involves Chris.
- At least seven extra weapons – the AK-47, Shotgun, Grenade Launcher, Magnum, 9mm, Knife and Crossbow. More if you complete it according to certain conditions.
- Battle mode – a first-person mini-game which you earn by finishing the game.
- Limited edition Japanese version includes a 'Wesker's Report' DVD.

The speech is in English, but the books and memos are all in Japanese – so expect to miss out on some crucial plot details.

IMPORT REVIEWS

THE ESSENTIAL **PSM2** VERDICT ON EVERY NEW RELEASE



STEVIE WONDER: Floppy-haired new boy Steve obviously fancies Claire - but he's intensely annoying.

TONY SPLATTERY: As always, the doomed scientists only exist to highlight your own predicament.

BLAST FROM THE LASS: Combine crossbow bolts with explosives for excellent stopping power.

WESKER'S REPORT

If you've played the DC version, you'll know that it leaves a lot of questions unanswered. S.T.A.R. turn-coat Wesker turns up talking about his new employers and fighting like Agent Smith – but it's never clear who he's working for or how he got so hard. With the extra time they've had on the PS2 version, Capcom have added the elements they always wanted to include. We don't want to give anything away, but it clears up a lot of confusion.

GOTTA WEAR SHADES: They still never really explain why Wesker's suddenly got cat-like eyes.

ONLY HUMAN: The Chris-Wesker scrap looks as if it's been lifted direct from The Matrix.

SIBLING RIVALRY

There's a nice symmetry between the two families in the game – the ludicrously street-tough Redfields (Claire's only 19, but she's already a gunfighter and demolitions expert), and the wimpy posh-kid Ashfords. Alfred's your stereotypical whining toff-boy – he can't even take out Claire and Chris with a house full of boobytraps and a sniper rifle – but Alexia's a bit more sinister all round...

BROTHER IN ARMS: Careful how much ammo Claire hoovers up in the first part - there'll be none left for Chris.

BLONDE ON BLONDE: There's something clearly wrong about the 'relationship' between the twins.

DOIN' IT FOR THEMSELVES: Albert's sister Alexia is far harder than her whining brother.

CLAIRE IN THE COMMUNITY: Like Ripley from Aliens, she starts out frightened and quickly toughens up.

PRINCE ALBERT: Spoiled rich-lad Albert deserves - and gets - a right royal kicking.

▶see a zombie banging on the window. It doesn't break – so, suddenly confident, you stride up to the nearby shelf to pick up some ammo. The zombie smashes the glass and lurches at you. You fall off your chair.

There's also a palpable sense of unease – cockroaches scuttle away from the light when you enter a room, and ominous bloodstains hint at bad happenings. When the bad guy's taking potshots at you with a laser-scoped rifle, he's made all the more sinister by the fact that you've just seen him tearing the wings off insects and gazing incestuously at his twin sister.

HEAR NO EVIL

The sound effects further heighten the atmosphere. Even when you can't actually *see* them, the zombies make their presence felt by scraping at the doors – then there's a sudden bang and an ominous silence, and you know they're inside. In one scene, you can just make out someone – or some*thing* – tapping at a computer keyboard. You sprint round the corner, twin Uzis at the ready... and it's new boy Steve. Remember that scene with the dobermans from the first *Resi*? Three sequels later, the same setups can still make you jump.

The puzzles are all logical, and they're a bit better thought out than the typical colour-coded keycard nonsense. There's just enough linearity to stop you getting bored – and cleverly-placed cut-scenes help break up the wandering about – but you rarely feel as if you're being channelled in one direction. The second section's also cleverly handled – Chris covers much of the same ground as Claire, but the enemies and problems he faces are completely different. The only problem comes in the lack of English text – you won't be able to read the item descriptions, which reduces some of the tasks to trial and error.

WHAT A SHAMBLER

Unfortunately, you'll still have to struggle with the clunky *Resi* interface to experience all this finely-tuned terror. The camera angles don't always complement the action – Claire might glance

MURDER IN THE FIRST: There's a pleasant *Doom*-style FPS hidden somewhere – you can even play as Wesker.

BAT'S THE WAY... Taking out bats with a grenade launcher seems like overkill – but it's a good laugh.

IMPACT POINT

You see a zombie lying on the floor, and tiptoe up with your shotgun chambered – only to see it get dragged under a building and out of sight by something. Then nothing happens. You carry merrily on, but you've been warned – on the way back, one of those infamous *Resi* dobermans leaps out of the building and savages you. Jeeesus.

"COCKROACHES SCUTTLE AWAY FROM THE LIGHT WHEN YOU ENTER A ROOM, AND OMINOUS BLOODSTAINS HINT AT BAD HAPPENINGS"

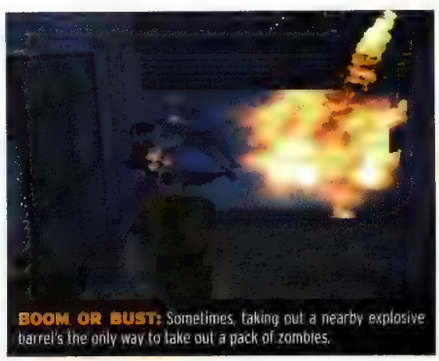
INSIGHT

- Claire wears the same jacket as the one from *Resi 2* – and you get to see what the logo says. It reads – 'Let me live'.
- *Code Veronica's* the first *Resi* game that hasn't started at night and ended at sunrise.

around, but you often won't be able to see what she's looking at for the ten seconds it takes a zombie to shamble on-screen. The control system can be a bit irritating, but Capcom have tweaked it to minimise this. The nifty 180° spin from *Nemesis* is still there, and now our heroes can lock onto two enemies if they're carrying a pair of guns – a nice nod to *Tomb Raider's* system. Then there's the inventory system, which seems as nonsensical as ever. For the uninitiated – each character can carry eight items, but it doesn't matter how big they are – a key takes up the same space as a quiver full of exploding crossbow bolts. Drop an item off in one of the Item boxes dotted about the level, and it'll be accessible from all the ones dotted throughout the game. This is presumably to stop you wandering around fully tooled up – and therefore heightening your sense of vulnerability – but it's still ludicrous. It's possible to be wandering around with an empty gun, then find a clip – *which you can't pick up as you've got too many items*. Even though if you had the gun *and* the clip, you'd be able to combine them to form a single item. Gyah.

Finally, those 'wonderful' *Resi* doors haven't changed – every time you use one, there's a short animation of it creaking open. It's supposed to build atmosphere – and it does, especially when the DualShock 2 thumps rhythmically to emulate your pounding heart. Still, we suspect it's a loading time issue that could have been solved on PlayStation 2.

Really, though, these are minor niggles that shouldn't spoil your enjoyment – it's like complaining that the special effects aren't convincing enough in Night Of The Living Dead. None of them affect the carefully crafted atmosphere that's the game's main appeal.



BOOM OR BUST: Sometimes, taking out a nearby explosive barrel's the only way to take out a pack of zombies.

Code Veronica's a game that demands to be played with the lights turned off and the volume cranked up to 11. It's involving, intriguing, and – yes – very, *very*, scary. Once you've started, you'll want to play through to the end, even when your brain's fuzzy from caffeine and you're jumping at the slightest noise.

It's like going on a ghost train, reading The Shining with a torch or sitting through Halloween in an empty house – sometimes you just want to be scared. **PSM2**

Lock the doors and [illegible] the windows [illegible] Complete [illegible] the end of the [illegible]

ROMERO'S CHOICE

1 **ONIMUSHA**
It's better at doing revulsion than fear – but this is the next step in survival horror. If you want outright wham n' splatter, get this.

2 **CODE VERONICA COMPLETE**
Nothing radically new, but the updated graphics and intricate storyline make it worth coming back.

3 **EXTERMINATION**
Undeniably frightening 'Panic Action'.

PSM2 VERDICT

GAMEPLAY
+ Sensible puzzles that tie in with the story. Rich atmospherics.
- Slightly fiddly controls, and an irritating inventory system

GRAPHICS
+ Excellent background detail combined with atmospheric effects.
- The gunfire and blood effects look a bit PSone.

SOUND
+ You'll jump at every scrape and tap. Good music, too
- The creaky fans get a bit irritating after a while.

LIFESPAN
+ There's plenty to reward repeated play.
- Some of the tension abates the second or third time round.

OVERALL
The franchise is showing its age, but *Resi* hasn't lost its ability to scare. *Code Veronica Complete* chills in all the right places.

80

FRIGHTENING

The stadium spotlights flood in as you lunge for a dramatic late goal.

OUT UK OCTOBER JAPAN NOW

WINNING ELEVEN 5

ISS Evo, the World's finest sports game, marches onto PS2's scissor-clipped pitch.

REVIEWED BY: Daniel Dawkins

Last year's PS2 version of *ISS* wasn't a world beater. It was programmed by PS2 newcomers KCEO, and lacked some of the tight gameplay of the awesome PSone series. Now the original KCET programming team are back at the helm. They've retained the sharp gameplay of the original, added a magic spray of tweaks and stuffed the lot into a Bernabau stadium of graphical brilliance. It's like England winning the World Cup on the day Diego Maradona joins your pub team. Godammit, football isn't just coming home, it's *living* in a little black box under your TV.

For those who didn't know, the *ISS Pro Evolution* games on PSone – or *Winning Eleven* in Japan – were widely acclaimed as the best football titles in history. Their blend of intuitive passing and tactical nous made for a compelling experience. Despite the unrivalled gameplay, the *ISS* games always sold disappointingly – losing out to the glitzy licensing clout of *FIFA*. Now that the *ISS* series has visuals to match, everything might be about to change.

BLUE CORNER: The crossing system has been refined to allow some net-busting pinpoint headers.

HOME IMPROVEMENTS

The biggest enhancement's in the stadiums. There're still only four to choose from, but they bustle with a new found vibrancy. As the teams

"WHEN THE NATIONAL ANTHEMS START TO PLAY, YOUR TWITCHING GUT ANNOUNCES THAT ISS HAS TAKEN AN EVOLUTIONARY LEAP IN ATMOSPHERE"

INFO

- **CODE TESTED** NTSC (Japan)
- **DEVELOPER** KCET
- **PUBLISHER** Konami
- **GAME TYPE** Football
- **PRICE** ¥6,800
- **EXTRAS** DualShock 2, Memory Card, MultiTap 2

PlayStation.2

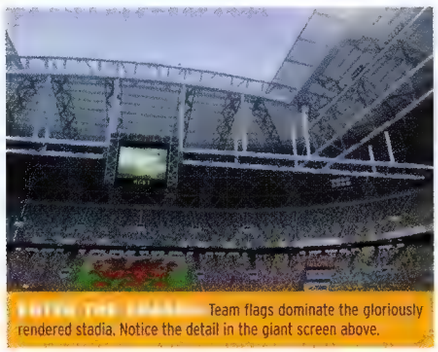
DETAILS

- Eight-player simultaneous action.
- Customisable 16 team International League.
- Customisable cup tournaments replicating the World, European and African Nations Championships.
- Master League mode.
- Training mode.
- Player Edit option.

The new England captain is present in his full unshaven glory. Nice knees, Dave.

Tackling is still a delicate affair, even for the usually mercurially skilled Brazillians.

"THE GAMEPLAY'S AS INTUITIVE AS EVER, BUT FEELS SUFFICIENTLY ENHANCED TO MERIT THE LEAP TO PLAYSTATION 2"


Team flags dominate the gloriously rendered stadia. Notice the detail in the giant screen above.

march onto the turf, fireworks fizz in the stands and cameras flash excitedly. When the national anthems play, your twitching gut announces that *ISS* has taken an evolutionary leap in atmosphere. Similar improvements have been applied in-game – players raise their arms to claim offsides, and motion when they think a player's taken a dive. These little touches really intensify the already incendiary multi-player experience.

Otherwise, much has remained the same since *ISS Pro Evolution 2*. The League, Cup and Training structures will be familiar to *ISS* veterans. The gameplay's as intuitive as ever, but feels sufficiently enhanced to merit the leap to PS2. The biggest change is the size of the pitch – it's huge – which encourages free-flowing football like never before. You can still play the tight pass-and-move triangles of the original, but now you can vary your rhythm by spraying huge Beckham-esque cross-field balls. After an hour of practice, you'll wonder how you ever coped before.

INSIGHT

WE5 is currently Japanese number one, and was produced using Criterion's Renderware Graphics package – proof that great games can be made with software available to all developers.

ROCK THE CROSSBAR

Another addition is the mid-run feature. In PSM2#08, KCET admitted that watching Welsh wing wizard Ryan Giggs in action made them realise their existing dribbling system wasn't sufficient. It's now possible to beat a sequence of players using this new feature, though you can't stroll through a whole team using comedy tricks as in *FIFA*. All the mid-run feature allows you to do is jink and twist at a slightly faster pace than usual. There's no chance of sprinting past Marcel Desailly with Gary 'no tricks' Neville, though. Sorry.

The one-two system has been slightly refined, allowing the receiving player to hold onto the ball until gestured by the user. It takes some getting used to, but offers more flexible results.

Like the crossing system, the free kicks structure's been polished, allowing for precision curled shots.

The Dutch team march past the waiting TV crews to a rousing ticker tape welcome. *WE5* packs in the atmosphere...

The commentary speeds along, but occasionally you'll pick out words like 'goalkeeper' and 'throw in'.

Otherwise, the heart of the *ISS* experience remains intact. Passing, shooting and tackling are matters of precision timing, so you can't stroll blindly upfield – you'll have to lure men out of position before making your break. The magnificent through-ball feature has been retained, allowing skilled players to flex their creative muscle. Defending remains a cultured art, so nil-nil draws are still a regular occurrence.

AT THE END OF THE DAY...

The only fault you can level at *Winning Eleven 5* is that it still *feels* like *ISS*. Due to the balanced gameplay system, you'll soon realise that it's nearly impossible to win a closely matched two-player battle with a team like Wales against a super power such as Argentina. You'll always end up playing with the same five or so sides.

Since KCET have decided to retain the core gameplay system, this feels more like *Winning Eleven 5* evolution than revolution. It would've been nice if they could have extended the length of the excellent replays too.

At the final whistle, we're still looking at the greatest football simulation of all time. Almost every element of real football is in there. Games flow with the poetry, finesse and wicked melodrama of the real thing. If it's in the game, it's in the game – and, for once, that *isn't* just a marketing slogan. **PSM2**

IMPACT POINT

After 70 minutes of clattering into opposition defenders, hitting posts and missing sitters, you finally slot a perfect through ball into the path of your striker – who slams it home into the bottom corner. The feeling is sheer elation, and a direct result of your skill – and that's what carries the biggest impact. In *Winning Eleven 5*, patience pays dividends.

SVEN'S CHOICE

1 WINNING ELEVEN 5
The PSone original was one of the best multi-player games of all time, and now it's got the looks to match.

2 ISS
KCEO's incarnation of *ISS* plays a mean game of football, but awkward animation and fiddly shooting lets it down.

3 FIFA 2001
It looks like a TV production, but plays like a high-scoring game of basketball.

PSM2 VERDICT

GAMEPLAY
+ The pinnacle of skill-based sporting action
- Occasionally bizarre player auto-select.

GRAPHICS
+ Crisp player models and fine stadia.
- Players lack facial definition

SOUND
+ Team-specific chants and flapping commentary.
- Annoying menu music and Japanese commentary.

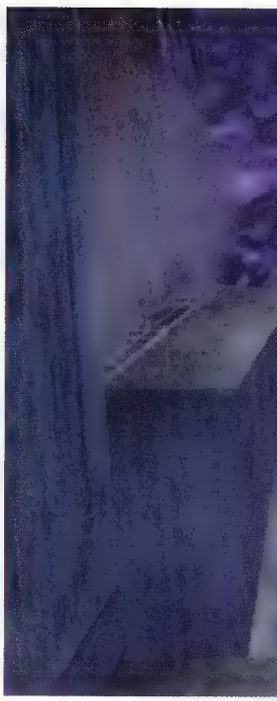
LIFESPAN
+ You'll never play the same game twice. Promise.
- The single-player tournaments are relatively easy.

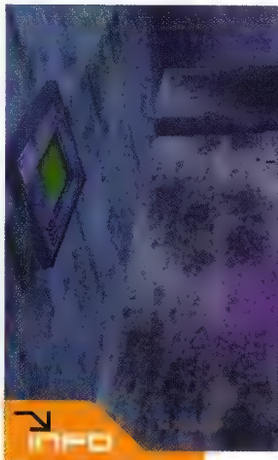
OVERALL
All we wanted was a version of PSone's *ISS Pro 2* – and we've got it. An absence of genuine innovation doesn't stop this becoming the best football game ever.

91

AWAY WIN

I HATE HIS GUTS: We won't spoil the plot for you, but this is a pretty spectacular moment in the game...





EXTERMINATION

Base, how low can you go? How about the South Pole when it's full of mutated humans?

REVIEWER: Jonathan Bryant

Sony's latest action adventure's a game about killing stuff right? A game where the law of the gun and para boot rule, where part of the lure is to find yet more new and inventive ways of offing the 'enemy'. Well yes, and no – as this re-blend of the survival horror genre serves up plenty of killing and some teeth-shattering tension.

The plot is instantly recognisable – escaped virus ravages polar base turning researchers and GIs into masses of pulsating flesh. The twist in this instance is the fact that the virus in question isn't man-made but has hitched a ride to earth via a UFO – ah, blindingly inventive... if you've never seen The Thing.

Shoddy plot aside, this precedence of skewing expectations to create something new is one that's retained across all elements of *Extermination*.

"THE PLOT IS INSTANTLY RECOGNISABLE – ESCAPED VIRUS RAVAGES POLAR BASE TURNING RESEARCHERS INTO MASSES OF PULSATING FLESH"

Y'see, the game will be instantly familiar to any veteran of the *Resident Evil* series, and yet there're enough new twists and shock moments to please even those who've been visiting Raccoon City from the very start.

The polar base itself is extremely well realised and as the central character – Dennis Riley – moves around its shadowed corridors, you can't help but be reminded of the various Umbrella facilities of the *Resi* titles. But, thanks to the power of PS2,

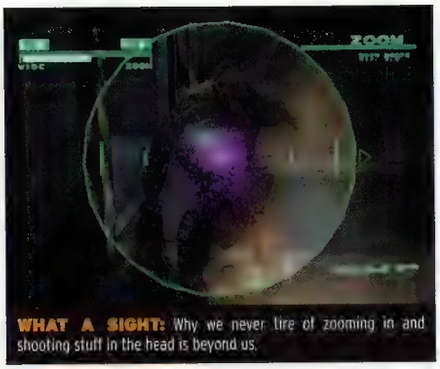
INFO

- **CODE TESTED** NTSC (Japan)
- **DEVELOPER** Deep Space
- **PUBLISHER** SCEI
- **GAME TYPE** Action/Adventure
- **PRICE** ¥6,800
- **ESSENTIALS** 1 player, DualShock 2, Memory Card

DETAILS

- Unique 'Panic Action' system.
- Both first and third-person perspectives.
- The game abandons the usual armoury the size of a planet in favour of the SPR4 – a fully upgradable rifle that gains components as the game progresses.

STICKLE BACK: The further you explore the base the more alien goo you find growing out of the walls.



WHAT A SIGHT: Why we never tire of zooming in and shooting stuff in the head is beyond us.

Where the game really cranks the fear above anything that's graced the genre before, is the sheer level of fear instilled by the action. Where *Resi* elicited an emotional response through relentless pursuit or the impression that something was always 'about' to happen, *Extermination* takes a different tack. The first creatures that you encounter are small, flying caterpillar critters. Nothing much to worry about here then, a few rounds and they'll be a sticky smear on the ground. Right? Er... no. One minute you're making space jam, the next you've been infected with a fatal virus and the nearest medical facility is two miles away. The panic you'll feel as your health packs vanish one by one is disturbingly real.

Adding to this already well-stacked cardiac-every-second existence is the sheer diversity of bugs out for your hide – mutated researchers, cat beasts that have the ability to turn invisible and pools of sentient water. It really is as if a little bit of another planet has set up residence on our own after crashing on that ill-fated UFO.

ME AND MY SHADOW

So, there're plenty of places where the game shines. But it's also got its fair share of derivative elements and components that just don't cut it.

As we've already said, the world that Dennis and the rest of his Red Light team inhabit is deeply dark. Shadows are fine for creating a charged atmosphere, but this lack of light is detrimental to both texture and colour. Even the inclusion of the old *Silent Hill* torch effect does very little to help matters.

The game's also not the largest kid on the block and the absence of difficulty settings does little to create any replay value.

BUG SWATTER: Your gun's got an auto-lock that comes in dead handy when dealing with these things.

INSIGHT

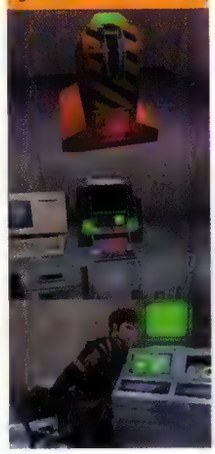
We've already gone hands on with the PAL preview code and, compared to the Japanese version, it's a damn sight more tricky. The basic mutants take three bullets to kill instead of two and there're an awful lot less boxes of power-ups.

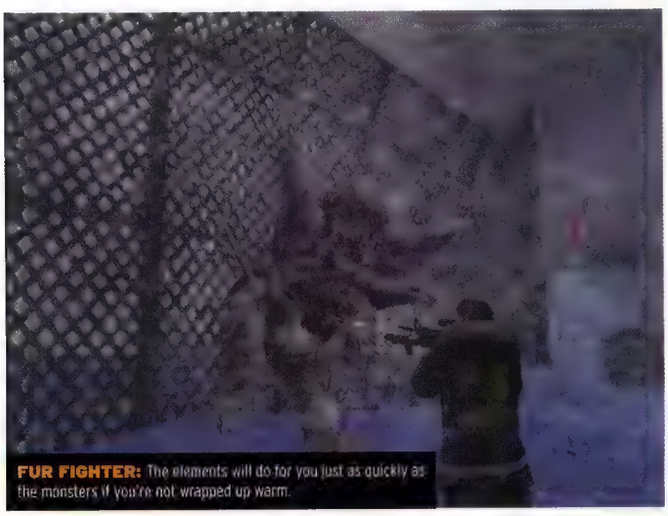
and a devilish bit of coding, everything can be experienced from a first-person perspective. There's even the addition of a torch attachment for your gun that picks items out of the dark backdrops irrespective of your choice of viewpoint.

This freedom to experience the environment around you from almost any angle is also translated to the silky motions of Dennis himself. Rendered backgrounds and limited moves are left far behind, and instead walls can be jumped, chasms swung across and tunnels crawled through. It really does allow for plenty of those 'I wonder what's up there?' moments that make Deep Space's game so special.

IMPACT POINT

Running here, from top to bottom, we've got the three most useful pieces of kit you'll find in the game. The battery recharger, the save terminal (which needs battery power to operate) and the medical couch (which cures you if your immunity drops and you become infected). You're gonna need 'em.

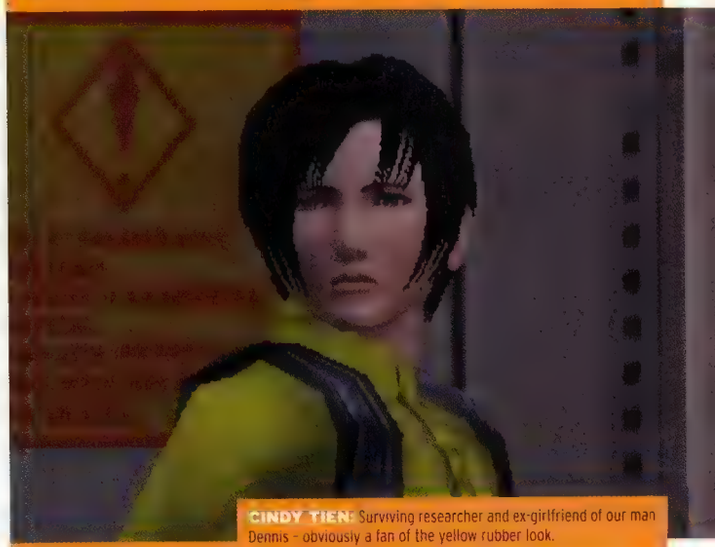




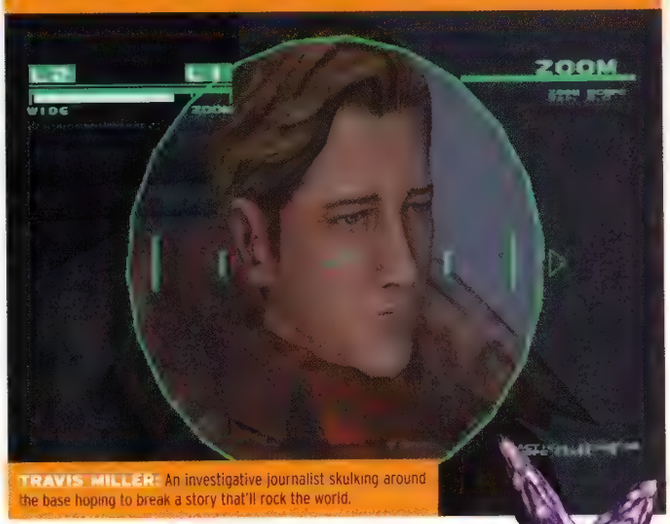
FUR FIGHTER: The elements will do for you just as quickly as the monsters if you're not wrapped up warm.

FRIENDLY FACES

In a world of instant death at the tentacles of gunge-filled flesh bags, you need a few people on your side in order to survive. While most of Red Light perished in the plane crash, there're still a few natives of the base who're willing to lend a hand.

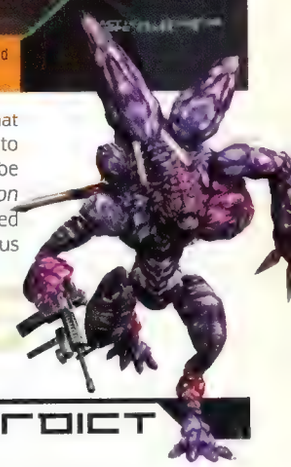


CINDY TIEN: Surviving researcher and ex-girlfriend of our man Dennis - obviously a fan of the yellow rubber look.



TRAVIS MILLER: An investigative journalist skulking around the base hoping to break a story that'll rock the world.

But these criticisms can't detract from the fact that the survival horror genre is already starting to show its age and that something needs to be done to revive its flagging appeal. *Extermination* attempts to do this, and while it doesn't succeed on every front it *does* do enough to make us want to be scared all over again. **PSM2**



McNABB'S CHOICE

1. **EXTERMINATION**
A bit brief in its Japanese form, but still a monster bundle of tense action and gun orientated thrills.

2. **OPERATION WINBACK**
Not as attractive or as gripping as *Extermination*.

3. **X SQUAD**
Bottom of the league table and rightly so. Not one of EA's brighter moments in PS2's brief history.

PSM2 VERDICT

GAMEPLAY
+ Slick action with that added touch of spicy panic
- Has far too many 'plunging to your death' moments

GRAPHICS
+ Some of the most tasty and rounded visuals we've seen
- Way too dark in places, leaching all detail from the backgrounds.

SOUND
+ Well scored with plenty of convincing surface and menu effects
- Dennis appears to have just the one emotion when talking

LIFESPAN
+ Get involved in the plot and it'll last
- Go for a walk-through and you'll be disappointed.

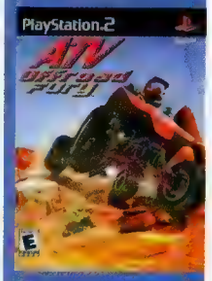
OVERALL
Despite a shallow story and brief life expectancy, *Extermination* still boasts a skilful blend of action, gunplay and blind panic.

78

JUMPY

OUT UK JULY

INFO
- CODE TESTED: NTSC (US)
- DEVELOPER: SCEA
- PUBLISHER: Sony
- GAME TYPE: Racing Stunts
- PRICE: £39.99
- ESSENTIALS: 1-4 Players, Memory Card, MultiTap 2



DETAILS
- Freestyle, Stadium Supercross, MAXXIS Nationals and Enduro modes.
- 23 tracks and courses.
- 11 ATVs – not including the secret ones.
- 16 tricks.
- Garage mode – where you can customise your ATV.
- Freestyle Course Editor.

ATV OFFROAD FURY

Fancy some four-wheeled goolie/handlebar interfacing? Look no further – quad biking's gone extreme.

REVIEWER: Joel Snape

Originally, *ATV Offroad Fury* wasn't intended for a UK release – and it's not hard to see why. It's an incredibly American sport – obvious nutters do stupid things with loud, petrol-guzzling machines. Still, there's always the chance that someone might get *really* hurt.

There're three racing modes – the lap-based MAXXIS nationals and Stadium Supercross, and a checkpoint dash up huge hills in Enduro. Whichever you pick, you'll soon realise that ATV driving isn't about cornering because every track's got at least one 'rhythm' section – a series of speed bumps to kill your momentum.

You'll quickly get a taste of the superb rider-in-pain animations. Bump a tree at low speed and he'll crunch his 'nads against the steering column. Mess up a jump at speed, and he'll sail off, landing on his head... and then get run over. By his own bike. In Practice mode, hitting L1 and R1 gets you back on the track, but in the Championship you'll watch in agonised frustration every time your rider ploughs into a post.

Then there's the potentially fantastic Freestyle mode, where you're given a huge, untracked set of hills to go for ribcage-endangering stunts off. These sections are full of scenery – fighter jets, tractors and electricity pylons all look like handy ramps, but tend to just hurt you. A lot. In one hugely frustrating bit, there's a huge, rusty pipe to drive up – it takes ages, and there's *absolutely nothing* at the end of it. Other areas are crying out for *Tony Hawk's*-style bonuses – if you're going to risk decapitation leaping over a set of power lines, it'd be nice to be rewarded. The stunts themselves, executed with a combination of the D-pad, ▲ and ◎ buttons, are frighteningly hard to pull off, and for huge airtime, you load up the front suspension by yanking back on the Analogue stick.

NASTY JUMPER

The intro's full of people doing the Superman, Heel Clicker and Nac Nac with the kind of breezy nonchalance only genuine lunatics can pull off, but your own rider's bit less confident. It's possible to string tricks together for a Combo bonus, but you'll need so much air that landing's almost impossible. There's is an impressive range of extras though, but only diehard nuts'll bother to customise their ATV, and creating a really good track with the Waypoint Editor's scarcely worth the bother. The four-player mode's an excellent inclusion – and it should be the PS2 standard – but it still lacks the heated competition of *Smuggler's Run* and its two-player mode.

The major problem with *ATV Offroad Fury* is that it's never extreme *enough*. They're already letting you get up from obviously fatal crashes – so why not go all-out on unrealistic *SSX*-style madness? It's unfortunate that the biggest criticism you can make of *Fury's* just what it sets out to be – a decent take on a sport that wasn't much cop in the first place. PSM2

Keep your engine running. Offroad Fury'll screech into the UK in the summer.

INSIGHT

According to the disclaimer at the start, *Offroad Fury's* intended to be a 'fanciful experience'. ATV manufacturers also advise that you avoid 'excessive speed' and 'stunt driving'. Hmm.

MUDDY FUNSTER'S CHOICE

1. SMUGGLER'S RUN – Huge landscapes and a surprisingly competitive two-player mode. Good, fender-destroying fun.
2. ATV OFFROAD FURY – Lots to do, but there isn't as much outright fun to be had.
3. WILD WILD RACING – Novelty vehicles can't make up for a disappointing physics engine, confusing race tracks and a tedious Stunt mode.

PSM2 VERDICT

GAMEPLAY
+ Plenty of fast-paced action once you get to grips with the controls.
- Frequent crashes and tricky stunts break up the fun slightly

GRAPHICS
+ Smooth, nicely detailed - and the rider animations are fantastic.
- Everything looks a bit brown.

SOUND
+ Smart thuds, appropriately shouty grunge music.
- Disappointingly whining engine noises

LIFESPAN
+ The variety of game styles offers something for every occasion.
- The novelty of testicle-crunching smashes wears off eventually.

OVERALL
Certain to please Offroad purists – but how many of them do you know? It's a pity SCEA couldn't have compromised on the realism.

THRASHED OUT **70**

Angels' Delight

Behind the scenes of *Charlie's Angels* ■ The top 20 punch-ups ■ Simon Pegg on *Spaced* ■ *The Sopranos*: first series on DVD

NEW: The latest DVD players reviewed and rated by the experts

PLUS Billy Elliot ■ ***O Brother, Where Art Thou*** ■ ***Galaxy Quest*** ■ ***Pitch Black*** ■ **The latest news and previews of future releases *and more...***

WHAT DVD ISSUE 25 ■ ON SALE NOW

future publishing
Media with passion

FAST FACTS ABOUT DVD VIDEO

1 DVD stands for Digital Versatile Disc.
2 A DVD disc offers double the picture resolution of VHS – 500 line as opposed to 250 lines.
3 DVD delivers widescreen, so no more nasty panned and scanned film transfers.
4 DVD reproduces DTS and Dolby Digital surround sound at cinema sound quality.
5 DVD discs can't suffer a loss of quality from numerous viewings.
6 DVD players will also play CDs and Video-CDs.
7 DVD players in the UK play Region Two discs. US Imports are Region One. Annoyingly.

CONVICTS SHUNNED: A stomping soundtrack and some comedic mugging from George Clooney make O Brother top fun.

OUT UK NOW

O BROTHER, WHERE ART THOU?

Musical mayhem as the Coens take George Clooney South for the summer...

REVIEWER: Ceri Thomas

STARRING George Clooney, John Turturro, Tim Blake Nelson, John Goodman, Charles Durning
DIRECTOR Joel Coen
CERTIFICATE 12
PRICE £19.99

Homer's Odyssey, bluegrass music and dwarves with brooms... make no mistake about it – the Coen brothers are back in town. Surely, it was only a matter of time before they hooked one of the classics onto a tableau of obscure Southern barn-rousing folk songs. Er... wasn't it?

Welcome to '30s Mississippi. Smooth-talking, dapper-dressing convict Everett Ulysses McGill (George Clooney) has just sold his two buddies on the chaingang, Delmar (Tim Blake Nelson) and Pete (John Turturro), the story of some buried treasure – the proceeds of a bank robbery.

Trouble is, the treasure's buried in a valley that's about to be flooded to make way for a reservoir. So with no time to waste our three convict heroes do a runner and head across country to find the loot.

If anyone else tried to rework Homer's Odyssey (the Ulysses part of Clooney's character name's no coincidence) as a tale of convicts on the run during the Depression, you'd start quietly making your excuses and edging for the door. But, hang on a sec – this is Joel and Ethan Coen we're talking about here. These're the people who gave the world a brutal bungled kidnapping drama where the chief cop was a monosyllabic pregnant woman (Fargo) and a Chandler-esque parody of The Big Sleep with a drugged-up, bowling-addicted hippy standing in for Philip Marlowe (The Big Lebowski). If anyone can pull this off, they can

And pull it off they do. O Brother, Where Art Thou? is a sweet, funny romp where the ideas and references come thick and fast, but never swamp characters or story.

WORLD OF SUPPORT

Filling the background with a cast of their usual supporting players – Turturro, Charles Durning (as a corrupt senatorial candidate), Michael Badalucco (as a mood-swinging Baby Face Nelson) and John Goodman (the monocular purveyor of religious tomes) – they flesh out a slender road movie plot into a trip through a warm, witty fantasy land.

BY GEORGE

Forget The Cloonster's square-jawed action hunks in the likes of Three Kings and The Perfect Storm, this is him showing real star quality. Holding the camera while being funny is much harder than doing it while being sexy.

Looking like a down-at-heel Clark Gable (including the dippy pencil 'tache), he shoots double-takes that Cary Grant would've been proud of, rattles off screwball dialogue like a master and turns in at least one piece of wincingly funny slapstick.

At last the artist formerly known as Doug Ross is starting to look like a proper movie star. And he picked the perfect movie to do it in. PSM2

INSIGHT

- The title "O Brother, Where Art Thou?" comes from the film pretentious film director John L Sullivan sets out to make in Preston Sturges' 1942 comedy Sullivan's Travels.
- Gangster George 'Baby Face' Nelson appears in the film, but the real Baby Face died three years before the film's 1937 setting.
- The credit for the Coen brothers films list 'Roderick Jaynes' as the film's editor. Jaynes doesn't actually exist – the Coens edit their own films.

COEN FAN'S CHOICE

1 **MILLER'S CROSSING** Hats, hardmen and hoods in Chicago.
2 **THE BIG LEBOWSKI** Dope, double-dealing and The Dude in LA.
3 **FARGO** Fraud, felonies and frost in Minnesota.
4 **O BROTHER, WHERE ART THOU?** Baby-face, blundering and bluegrass in the Deep South.

PSM2 VERDICT

EXTRAS

TV spots Trailer Cast and Crew Interviews
Underwhelming to say the least. What's here is weak (the best bits are the scanty interviews – and they're irritating and soundbitey Where's the goddamn commentary? Or the making of documentary? Or the music track? Surely they realised that there're Coen brothers fans who'd willingly die to spend 90 minutes in the crazy film helmers' collective brain. Cheers for no commentary, then.

OVERALL

Try and forget the slapdash extras, this is still a must-have package. Even if it's not quite top-flight Coens, O Brother's still a clever, funny treat.

85

SIBLING THE BEST

OUT UK now

HOLLOW MAN

Kevin Bacon goes to vanishing point in Paul Verhoeven's sci-fi thriller....

REVIEWER: Ceri Thomas

STARRING ..... Kevin Bacon, Elisabeth Shue, Josh Brolin, William Devane
DIRECTOR ..... Paul Verhoeven
CERTIFICATE 18
PRICE £19.99

What do you get when the man who gave the world both Showgirls and Starship Troopers gets to have a crack at an invisible man story? Hmmm? Anyone who thinks the answer features words like 'understated' or, God forbid, 'fully clothed', really hasn't been paying attention...

Sebastian Caine (Kevin Bacon) is a maverick scientific genius. How do we know he's a maverick scientific genius? Well he solves complex problems with flashes of insight rather than long slogs of hard work, dresses in flashy clothes and drives a snazzy sports car. What else could he be?

FADE AWAY

Alongside his team (Elisabeth Shue, Josh Brolin and assorted cannon-fodder lab technicians), he's working on a way to allow human beings to turn invisible at will. Trouble is, Caine then decides that he wants to be the first human guinea pig. Why's that trouble? Well, the transparent citizen Caine starts running around, spying on his own staff and generally having a grand old time... until they realise that the process to make him visible again isn't working. Confronted with a lifetime spent out of sight, Caine's mischief turns nasty and it's only a matter of time before the bodyless one builds up a bodycount.

INSIGHT

- Kevin Bacon hated the make-up process – he reckons that being daily covered in green make-up, contact lenses and bodysuits nearly drove him mad.
- For the scene where the invisible Caine fondles a sleeping actress' breast, director Paul Verhoeven asked if she want him to do it. She actually decided she'd prefer one of the puppeteers to do it instead.
- Hollow Man is only the second film allowed to film at the Pentagon in the last ten years.

WORKING LATE

Caine uses his new found power to spy on women, feel-up women and eventually even rape one. Now this might be what a 'real' unbalanced invisible fella might do, but that doesn't make it any easier to watch. Things aren't helped by the queasy relish for all this apparent in Verhoeven's forceful direction (as the deleted scenes and commentary on the disc show, the Dutch director originally wanted to take the sexual content even further).

With modern CGI technology ramped up to the max, the film manages to do away with the old pencil-on-a-string cliches of the invisible man genre, replacing them with some breathtaking new visuals (or should that be lack of visuals?). The transformation scenes are biology textbook fantastic, with creatures fading away layer by layer, from skin to internal organs to skeleton to nothing in clear view.

SKELETON CREW: "Zis is hamazing! Ze leg bone *is* connected to ze sigh bone!"

TOTALLY SEE-THROUGH

Hollow Man's not a great dramatic spectacle – you can work out who's going to survive after about ten minutes in – and the grubby voyeurism leaves an unpleasant aftertaste, but the film's high-quota of jumpy shocks and stunning effects still make for a good watch. PSM2

DR PHIBES' CHOICE

1 **X-MEN**
"I will turn all humans into mutants! Mwwwha-ha-ha-ha!!!!"

2 **DEEP BLUE SEA**
"I will make super sharks! Mwwwha-ha-ha-ha!!!!

3 **HOLLOW MAN**
"I will make myself invisible! Mwwwha-ha-ha-ha!!!!"

PSM2 VERDICT

EXTRAS
Commentary by Paul Verhoeven, Kevin Bacon and writer Andrew Marlowe Commentary/music only track by composer Jerry Goldsmith Behind the scenes special effects featurettes Anatomy Of A Thriller making of featurette Deleted scenes Theatrical trailers and more

OVERALL
Run-of-the-mill story and acting lifted out of the ordinary by fantastic effects and plenty of well-thought out extras.

67

TRANSPARENT

SHAFT

OUT UK now

STARRING ..... Samuel L Jackson, Vanessa Williams, Christian Bale, Jeffrey Wright, Busta Rhymes
DIRECTOR ..... John Singleton
CERTIFICATE 18
PRICE £19.99

A sequel rather than a remake, John Singleton's take on the super-cool private dick who gets all the chicks follows the original Shaft's nephew (Samuel L) as he rubs up against racist yuppies, corrupt cops and Cuban drug dealers on the rougher side of New York.

Like X-Men, Shaft feels less like a stand-alone movie and more like the pilot for a TV show. The plot drifts and increasingly the film falls back on Jackson's considerable star presence to get by. Fortunately he's just about cool enough to make that work. PSM2 **58**

LAWRENCE OF ARABIA

OUT UK now

STARRING ..... Peter O'Toole, Omar Sharif, Anthony Quinn, Jack Hawkins, Alec Guinness
DIRECTOR ..... David Lean
CERTIFICATE 12
PRICE £24.99

Digitally remastered and returned to its original length, David Lean's mammoth telling of the life and times of Arabian adventurer Lawrence (O'Toole) has never looked better.

And if that wasn't enough, this edition has more than enough quality extras squeezed in to make it into a seriously entertaining package. And once you've watched the excellent 60 minute documentary, make certain you take a look at the conversation with Steven Spielberg, who burbles with boyish enthusiasm for the greatly influential Lean. PSM2 **93**

ALSO RELEASED

ROMEO MUST DIE
Released Out now **Cert** 15 **Price** £19.99
This tale of Chinese cop (Jet Li) searching for his brother's killer in the midst of an LA mob war definitely has its moments. PSM2 **56**

BRING IT ON
Released Out now **Cert** 18 **Price** £19.99
Kirsten Dunst's cheerleading squad captain trying to lead her plucky co-eds to glory in the... ahem, National Cheerleading championships. Jaysus. PSM2 **50**

STRANGERS ON THE TRAIN
Released Out now **Cert** PG **Price** £12.99
Two men meet on a train and agree to carry out a murder for each other. Hitchcock spins it out into a fantastic tale of deceit and murder. PSM2 **80**

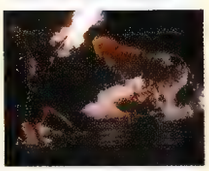
THE GRADUATE
Released Out now **Cert** 15 **Price** £17.99
Mike Nichols' masterfully assembled '60s morality play about a young man (Dustin Hoffman) seduced by an older married woman (Anne Bancroft). PSM2 **85**

INTRODUCING...

Ceri Thomas is On-line Editor on Total Film, the magazine for people who love reading about movies as much as going to see them. The mag's packed with the latest Hollywood news, interviews and more, and is in the shops now...

www.totalfilm.co.uk

COMING SOON



LAKE PLACID
30 April
£14.99

THE MUMMY: SPECIAL EDITION
7 May
£TBC

CHARLIE'S ANGELS
21 May
£19.99

Been Sherman:
You can wield a Yank tank but the armour of the British is nowhere to be seen.

OUT UK MAY

PANZER FRONT

Like a Doodle Bug from above, this bombastic game scores a direct PSone hit out of nowhere. Track to the old-skool.

REVIEWER: Richard Owen

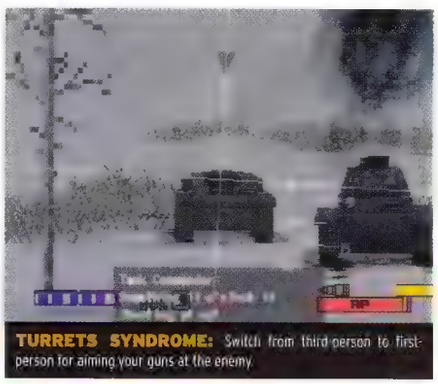
DEVELOPER Enterbrain
PUBLISHER JVC
PLAYERS 1
PRICE £29.99
ESSENTIALS DualShock, Memory Card

It's fair to say that JVC's PlayStation back catalogue isn't exactly overflowing with classics. So when a copy of *Panzer Front* landed on the PSM2 reviews desk we could be forgiven for not drooling over it. Once we'd booted up this crusty old war horse, however, it dawned on us that what appeared as an updated version of *Battlezone*, set in World War 2, actually had us totally immersed within its gritty tactical warfare.

Deftly half-inching elements from both strategy and action games, *Panzer Front* gives you direct third-person control over your tank, while at the same time letting you bellow orders at your compatriots. Upon sighting the enemy, you need to quickly shift to the gunner's eye view to target and pulverise the opposition. But the game's tactical angle is viewed from the map screen, here you can give orders to your fellow commanders, call in artillery strikes and change your attacking formation if you fancy.

Historians will be pleased to hear that *Panzer Front's* virtual armoury lets you take direct command of over 25 German, American and Russian weapons of war, but in what must be a bizarre oversight, our own good old British armoured corps seem to have been left out.

The main strength is its sense of realism – the rough, ragged visuals convey the feeling of actually being in command of a tank admirably, as do the convincing groans and wheezes that your beast vents. Getting pinned down in a gully as your iron giant is shaken by round after round ricocheting off your hull is a very sweaty-handed affair.



TURRETS SYNDROME: Switch from third-person to first-person for aiming your guns at the enemy.

The game's only weak spot is that is it's so bleedin' hard – it'll be a week before you complete your first mission in the middle ground of Veteran mode, while Ace mode should only be played by the likes of Montgomery and Rommel themselves. However, despite its ferocious bombardment *Panzer Front's* brand of warfare is so addictive you'll be compelled to take your beatings over and over again. PSM2

INSIGHT

"What I want to accomplish with these pages is give you, the average 'Joe', the chance to decide whether or not you would shoot the vehicle in your sights." Learn all you need about tank rampaging at Mike Golf's World of Armoured Vehicles, *http://homepages.go.com/~ralphbrewer/index.html*. Mental.

DESERT RAT'S CHOICE

1 **PANZER FRONT**
Rock hard and a 'mare of a challenge for even the battle-hardened. The commandant's choice, accept no substitute.

2 **BATTLETANX: GLOBAL ASSAULT**
Plenty of frenzied fragging action while it lasts. Which isn't long mind...

3 **TINY TANK**
Despite its armoured casing this platformer is exceptionally lightweight.

PSM2 VERDICT

GAMEPLAY
+ You'll end up chewing cigars and barking orders at your TV
- Surely World War 2 wasn't *this* difficult?

GRAPHICS
+ Gritty, rough and very tough
- Déjà vu-inducing battlefields.

SOUND
+ More rattles and moans than you'd hear in a dark Soho alley
- Stirring call-to-arms music gets very repetitive.

LIFESPAN
+ Just like the real thing, getting anywhere will take months.
- This will suck you in and take over your life.

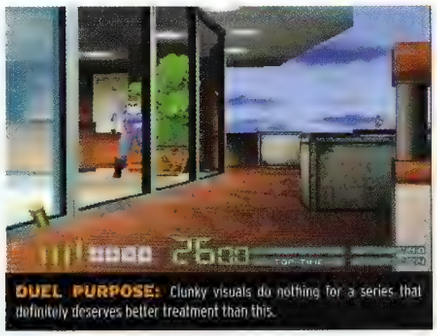
OVERALL
Destined to become one of last great games to hit the PSone, before they drop the bomb on it forever.

88

DREADNOUGHT

OUT UK MAY

TIME CRISIS: PROJECT TITAN



DUEL PURPOSE: Clunky visuals do nothing for a series that definitely deserves better treatment than this.

DEVELOPER Namco
PUBLISHER SCEE
PLAYERS 1
PRICE £29.99
ESSENTIALS DualShock, Memory Card

Time Crisis hasn't aged well, but nor would you if someone had removed most of your constituent parts. **REVIEWER:** Richard Owen

***Beat*, *Dino*, *City*, *Bubblegum*, *Incredible*, *Ray*, *Courier*. Videogaming has its fair share of crisis, fortunately most of them – Sega's Saturn, Nintendo's Virtual Gameboy and Microsoft's forthcoming Xbox aside – have been in the form of the previously mentioned titles. But of all the catastrophes to befall gamers over the years, surely the most successful narrowly averted disaster, if you were any good that is, must be *Time Crisis*.**

While not the first game to make use of lightgun technology, Namco's classic introduced us to many other new gaming innovations. Its foot peddle was a master stroke, giving players the ability to duck under enemy fire and bringing a hitherto unknown tactical element to lightgun blasters. *Time Crisis 2* introduced a two player co-operative mode, allowing players to buddy up as they wrought death and destruction on their polygonal foes. The addition of multiple routes, power-ups and exploding objects all served to keep *Time Crisis*' arcade cabinets hidden from view behind hordes of ardent gamers for years.

CHAPTER AND REVERSE

Sadly, this final PSone-only version of *Time Crisis* is lacking not only in the spirit of its ancestors but also in delivery too. The first thing you'll notice is that, amazingly, despite having some five years of visual improvements to call upon, *Project Titan* still manages to look inferior to its previous incarnations. Sadly this inferiority goes much further than simply being skin deep. As seemingly part of some ruthless spring cleaning, two-player mode, multiple routes, power-ups and, for the most part, exploding objects have all been chucked straight out of the window.

To be fair Namco have built a vaguely new feature into *Project Titan*, allowing players to change viewpoint when hidden during boss shootouts. Unfortunately though, despite this gimmick, *Project Titan* is a shallow, one-dimensional gaming experience that's a great leap backwards from what has gone before. **PSM2**

INSIGHT

If lightgun blasting simply isn't enough, you might like to have a gander at Soldier of Fortune Magazine. The latest issue contains a fashion feature – brass hats versus black berets – and romantic interludes in Vietnam. Nice.

DIRTY HARRY'S CHOICE

1 **POINT BLANK 2**
More ridiculous shooting games than you could wave an obscenely-barrelled Magnum at.

2 **RESIDENT EVIL: SURVIVOR**
The revered franchise in rootin' tootin' lightgun territory.

3 **TIME CRISIS: PROJECT TITAN**
May have limited success purely on the strength of its brand. Which it doesn't deserve.

PSM2 VERDICT

GAMEPLAY
+ There's no denying this is action packed
- Facilities ruthlessly chopped from the original.

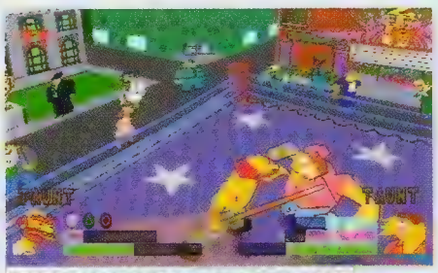
GRAPHICS
+ A visual feast, if lurid jumpsuits are your thing.
- Dogged by dodgy animation and iffy glitches.

SOUND
+ Your shooter makes a reasonably convincing pop.
- Lift musak that stays on the Stilton side of cheesy.

LIFESPAN
+ Lightgun shooters are always a short-term blast.
- Seasoned gunslingers will finish this within half-an-hour.

OVERALL
A title that disappoints on every level, especially when there's so much potential, it sadly only serves to slur *Time Crisis*' good name.

51
MISFIRE



SIMPSONS WRESTLING

OUT UK NOW

DEVELOPER Big Ape
PUBLISHER Fox Interactive
PLAYERS 1-2
PRICE £29.99

Strange but true, this is the first Simpsons game to appear on the PlayStation. What's even stranger though is that the residents of Springfield should make this first appearance duking it out within the confines of a ring.

While this cunning attempt to cash in on gaming's current appetite for wrestling titles, combined with the undiminishing appeal of The Simpsons, may sound like a winner, it's not. After a frenzied first 15 minutes, like a Barney Gumble belch, the stench of the game's many limitations begin to hit you. Dull repetitive tactics, iffy graphics and limited sound dog this title from start to finish. It should've been so much better – if only the developers had though more about the game and less about their d'oh. **PSM2** **40**

SUB COMMANDER

OUT UK NOW

DEVELOPER Victor Interactive Software
PUBLISHER JVC
PLAYERS 1
PRICE £29.99

Fans of sub-standard, unfathomable games will be pleased to see *Sub Commander* on PSone. The rest of us though, should rather run a nautical mile than go anywhere near this horrible, ahem, de-barnacle.

From the onset players are forced to sit through a torturous tutorial in which piloting your giant underwater turd is explained. Sadly, things barely pick up from here, as locating, targeting and firing on your enemies is such a long-winded process that scuttling your own vessel sounds far more exciting. The fun just doesn't stop though – oh no – as once you reach dry land the game tries its hand at being an RPG. The best thing that can be said about this section is that it makes all the underwater stuff look positively buoyant in comparison. Dive! Dive! Dive! **PSM2** **12**

ALSO RELEASED

PIPE MANIA 3D

Publisher Empire Interactive **Developer** In house
Price £9.99

The name *Pipe Mania* may be jangling a few cobweb-coated bells among elderly gamers, for this aged classic first made its debut on the Amiga many platforms ago, and not an awful lot has changed.

Funnelling sewerage around may not sound like fun, but strangely it's anything but toilet. If puzzling's your thing, this quirky, addictive game is well worth a look, especially for a tenner. **PSM2** **65**

LEGO ISLAND 2 - THE BRICKSTER'S REVENGE

Publisher Lego Group **Developer** Silicon Dreams
Price £19.99

This action adventure sees you gadding about Lego Island as you assist its denizens to foil the evil Brickster. There're loads of varied missions to get stuck into and all kinds of different vehicles to razz around in, and while there's nothing particularly wrong with *Lego Island 2*, there's also nothing to amaze. **PSM2** **60**

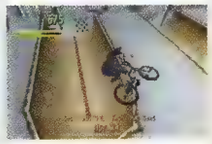
FISHERMEN'S BAIT

Publisher Konami **Developer** Konami
Price £29.99

Almost as mysteriously as fishing itself, games based on this most sedate of pastimes always seem to be popular too. As *Fishermen's Bait* has been the most successful angling series on PSone little has changed in this latest version. Containing more game modes than you could shake an eel at, this'll keep virtual anglers amused for yonks. The rest of us though will find this title decidedly, er... fishy. **PSM2** **62**

COMING SOON

BLACK AND WHITE
The awesome PC God sim is coming to PSone courtesy of Midas...



MAT HOFFMAN PRO BMX
Uses an enhanced version of the *Tony Hawk's* engine.

SIMBA'S MIGHTY ADVENTURE
Yes the Lion King's back! Should you care?

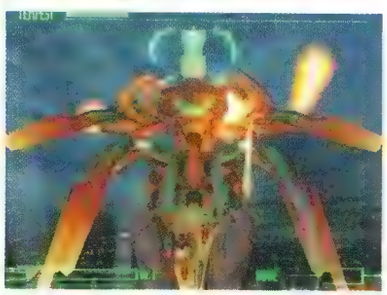
PSM2 CHARTS

THE ESSENTIAL **PSM2** VERDICT ON EVERY NEW RELEASE

CHARTS FOR MONTH ENDING MARCH 22

PS2 TOP 10

POSITION	Last Month's Position	Months on Chart	Highest Chart Position	GAME NAME	Publisher	Developer
1	NEW ENTRY!			Star Wars: Starfighter	Activision	LucasArts
2	NEW ENTRY!			Zone of the Enders	Konami	KCEJ
3	NEW ENTRY!			Oni	Take 2	Take 2
4	2	5	2	SSX	EA	EA Canada
5	4	5	2	FIFA 2001	EA	EA
6	5	5	1	Tekken Tag Tournament	SCEE	Namco
7	3	5	2	TimeSplitters	Eidos	Free Radical
8	1	2	1	Moto GP	SCEE	Namco
9	NEW ENTRY!			Knockout Kings 2001	EA	EA
10	NEW ENTRY!			Armored Core 2	Konami	KCEJ

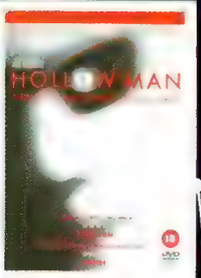


Z.O.E.

Narrowly beaten to the top spot by the equally pyrotechnic *Starfighter*, *Z.O.E.*'s still a perfect slice of gaming that's simply over too quickly to ensure classic status. Pity, but with the fantastic *MGS2* demo included it's worth buying anyway...

KNOCKOUT KINGS 2001

It lacks the instant comedy appeal of *Ready 2 Rumble*, but *Knockout Kings* is a bit of a sleeper hit in the PSM2 office. It's a rare lunchtime when we can't be found standing around, cheering each gumshield-dislodging blow and screaming 'Finish 'im!'



HOLLOW MAN
"What would you do if no-one could see you?" Asks the tagline. Go absolutely ape, ogle naked ladies and kill everyone who's ever upset me, replies Paul Verhoeven. No surprise there, then.

DVD TOP 10

POSITION	Last Month's Position	Months on Chart	Highest Chart Position	DVD NAME
1	NEW ENTRY!			Disney's Dinosaur
2	NEW ENTRY!			Hollow Man
3	NEW ENTRY!			X-Men
4	NEW ENTRY!			Tomorrow Never Dies
5	NEW ENTRY!			GoldenEye
6	NEW ENTRY!			Terminator: Special Edition
7	1	2	1	Snatch
8	NEW ENTRY!			Galaxy Quest
9	NEW ENTRY!			Dancer In The Dark
10	NEW ENTRY!			The Cell

LMA MANAGER 2001
Who'd have thought footbal. management would catch on, eh? Except for Dan, who spent his formative years pushing Subbuteo figures around a table with a ruler and mumbling about his 'flat back four'.

PSONE TOP 10

POSITION	Last Month's Position	Months on Chart	Highest Chart Position	GAME NAME
1	NEW ENTRY!			LMA Manager 2001
2	1	3	1	Final Fantasy 9
3	2	5	1	Who Wants To Be A Millionaire
4	3	4	1	WWF Smackdown! 2
5	NEW ENTRY!			Driver 2
6	7	4	2	FIFA 2001
7	4	3	3	Tony Hawk's Pro Skater 2
8	10	2	8	Buzz Lightyear Of Star Command
9	5	3	5	Vanishing Point
10	6	2	6	Medal of Honor: Underground

DENSHA DE GO! 3
A great month for tedious sims with oddly-placed exclamation marks in their titles, with this commuter-train game appearing alongside *Let's Be A Pilot!* We're eagerly awaiting *You Be The Driver! 2*. No, really. It's about buses.

JAPANESE TOP 10

POSITION	Last Month's Position	Months on Chart	Highest Chart Position	GAME NAME
1	NEW ENTRY!			World Soccer Winning Eleven 5
2	NEW ENTRY!			Shutukou Battle Zero
3	NEW ENTRY!			Me and Satan King
4	NEW ENTRY!			Densha De Go! 3
5	NEW ENTRY!			Extermination
6	NEW ENTRY!			Let's be a Pilot! 2
7	NEW ENTRY!			Para Para Paradise
8	NEW ENTRY!			Zone of the Enders
9	1	3	1	Onimusha
10	5	4	2	First Strike: Victorious Boxers

ONI
We like games where you shoot things, we like games where you hit things, and we occasionally like games where you solve puzzles. So it came as a surprise when we discovered this was excruciatingly average. Still sold absolutely shedloads in the US, though.

US TOP 10

POSITION	Last Month's Position	Months on Chart	Highest Chart Position	GAME NAME
1	NEW ENTRY!			Star Wars: Starfighter
2	3	5	1	Madden NFL 2001
3	1	2	1	ATV Offroad Fury
4	2	5	2	SSX
5	2	2	2	Knockout Kings 2001
6	4	2	4	Oni
7	6	6	6	NHL 2001
8	7	6	7	Tekken Tag Tournament
9	8	4	8	Midnight Club Street Racing
10	NEW ENTRY!			NASCAR 2001

STARFIGHTER
Whole squadrons of people rang us asking whether to buy *Starfighter*, excited by the prospect of being an N-1 pilot, but cautious because of the swathes of terrible games based on the licence. As you'll have read in this issue's review, the answer's a resounding yes.

READER TOP 10

POSITION	Last Month's Position	Months on Chart	Highest Chart Position	GAME NAME
1	1	5	1	SSX
2	NEW ENTRY!			Star Wars: Starfighter
3	3	5	2	TimeSplitters
4	4	5	3	ISS
5	NEW ENTRY!			Knockout Kings 2001
6	6	4	4	Dead Or Alive 2
7	NEW ENTRY!			Kessen
8	-	2	10	Rayman Revolution
9	NEW ENTRY!			F1 Champ Season 2000
10	NEW ENTRY!			Oni

OH, YOU GUYS...

Every month, we sift through the heaving pile of your letters to find out what you, the readers, are getting all excited about. Some of you send your own personal top tens, others just fire off missives full of frothing excitement and seething bile. We take them all into account

Send your top 10s to:
PSM2 Magazine
Future Publishing Ltd.
30 Monmouth Street
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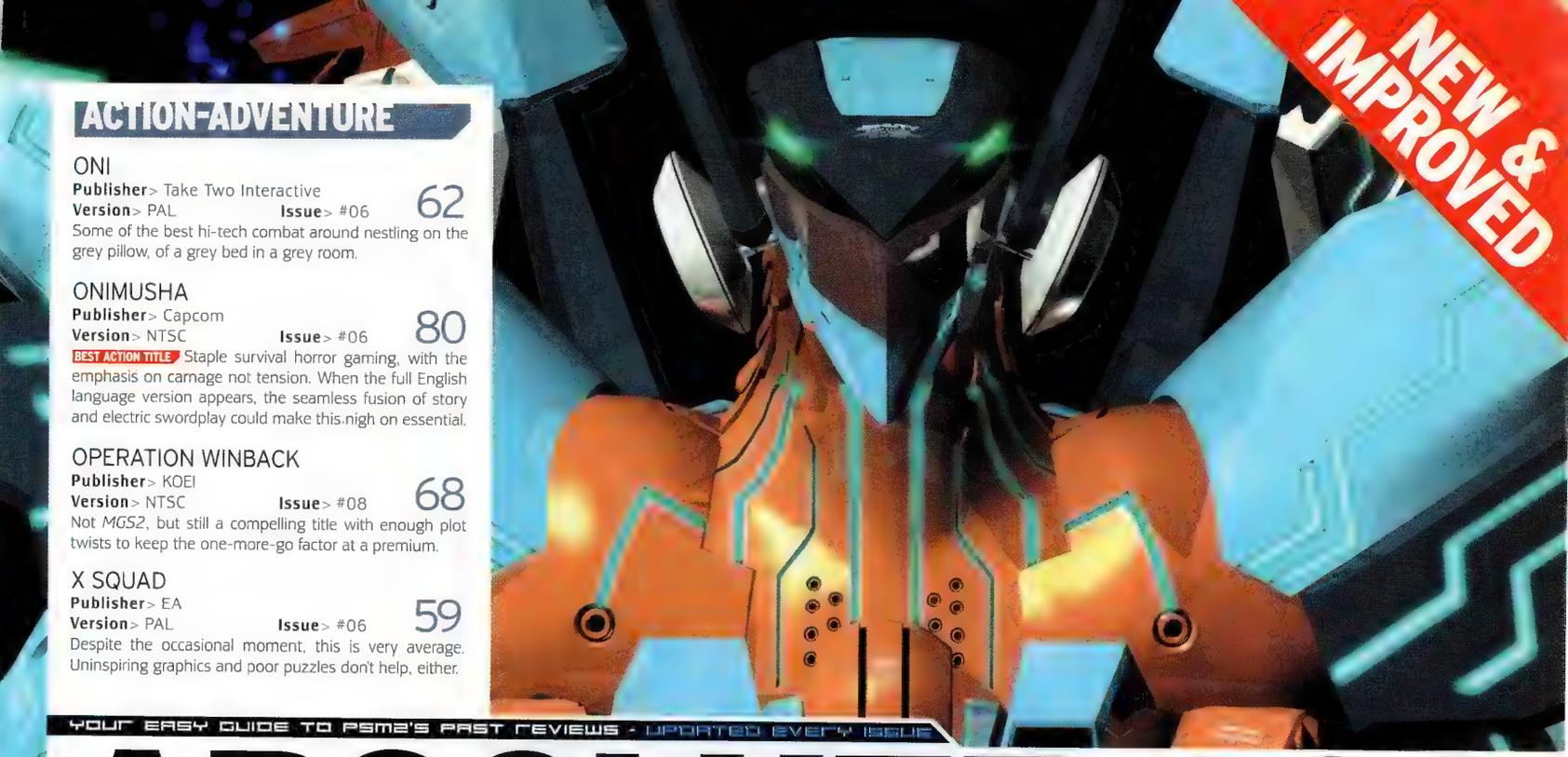
BA1 2BW

Inside the new Total Film...

Who's on the Hollywood Hot List? Which movies made the '80s rock? How did Bridget Jones get from page to screen?And which new movies can't you afford to miss?

ON SALE NOW!



NEW & IMPROVED

YOUR EASY GUIDE TO PSM2'S PAST REVIEWS - UPDATED EVERY ISSUE

ABSOLUTE PS2

PSM2 reviews are *the* definitive opinion – your best friend in the game buying minefield. Check before you, er… cheque.

ACTION-ADVENTURE

ONI
Publisher> Take Two Interactive
Version> PAL **Issue**> #06 **62**
Some of the best hi-tech combat around nestling on the grey pillow, of a grey bed in a grey room.

ONIMUSHA
Publisher> Capcom
Version> NTSC **Issue**> #06 **80**
BEST ACTION TITLE Staple survival horror gaming, with the emphasis on carnage not tension. When the full English language version appears, the seamless fusion of story and electric swordplay could make this nigh on essential.

OPERATION WINBACK
Publisher> KOEI
Version> NTSC **Issue**> #08 **68**
Not *MGS2*, but still a compelling title with enough plot twists to keep the one-more-go factor at a premium.

X SQUAD
Publisher> EA
Version> PAL **Issue**> #06 **59**
Despite the occasional moment, this is very average. Uninspiring graphics and poor puzzles don't help, either.

ACTION-STRATEGY

DYNASTY WARRIORS 2
Publisher> Midas
Version> PAL **Issue**> #04 **78**
Fast paced slashing action which mixes some graphical impressiveness with excellent game structure. Slightly hampered by some shocking fogging at times.

ARCADE

GRADIUS 3 & 4
Publisher> Konami
Version> PAL **Issue**> #01 **29**
A bog-standard, but arcade-perfect conversion of a dull, ageing shoot-em-up. Its cut-scenes are impressive, but the in-game graphics are strictly old-skool.

SILPHEED
Publisher> Working Design
Version> PAL **Issue**> #03 **51**
A firework of a 3D scrolling blast-em-up that uses cut-scenes effectively to spice-up the non-action. It burns bright to the bitter, but quickly finished, end.

BEAT-EM-UP

DEAD OR ALIVE 2
Publisher> SCEE
Version> PAL **Issue**> #05 **83**
Instantly beguiling with free-flowing action. But solo players will find the distraction of some ludicrously comic book heaving bosoms no substitute for solid two-player scraps.

STREET FIGHTER EX3
Publisher> Capcom
Version> PAL **Issue**> #05 **79**
A worthwhile update of a classic series, sadly showing its age, but superior tagging system keeps it in the running for the crown of King Beat-em-up.

HOW IT WORKS...

Absolute PS2 is a run down of all the available UK PAL games PSM2 have put through the wringer. We've also included some more or interesting NTSC import titles that aren't going to diehard gamers with import machines. We only stock the best games here...

SHELF LIFE: THE FIVE GAMES YOU SHOULD OWN

However you scrape up the cash to fill your PS2 with the best of the game avalanche, make sure the first thing you do each issue is check out PSM2's essential shelf. These are the five beauties that'll keep you up all night and bring tears of envy to the bloodshot eyes of your mates...

#1

SSX
If you can only afford one title for your PS2, you shouldn't be too upset if this is it. It's an absolute cracker.

TIMESPLITTERS
The only reason to own a MultiTap 2 at the moment – big, dumb, clever and funny. Ace.

ISS 2001
Not quite what we'd hoped for, but it'll do the job nicely while we're waiting for the real deal to show.

TEKKEN TAG TOURNAMENT
The King of Iron Fist comes back with some neat moves that'll leave you bruised and happy.

ZOE
Mech madness *and* an *MGS2* demo? Hideo Kojima's double tap of solid-gold genius is pretty much essential…

TEKKEN TAG TOURNAMENT
Publisher> SCEE
Version> PAL **Issue**> #04 **87**
BEST BEAT-EM-UP Like it or not, *Tekken* remains the genre-defining master of all things violent.

BEMANI

DANCE SUMMIT 2001
Publisher> Enix
Version> NTSC **Issue**> #06 **60**
Lots of funny, engaging and genuinely impressive moments, but nothing to keep you coming back.

STEPPING SELECTION
Publisher> Jaleco
Version> NTSC **Issue**> #01 **59**
Mildly entertaining party-game fun, with next to no long-term appeal. Breaks easily, too.

DRIVING

4X4 EVOLUTION
Publisher> Take 2 Interactive
Version> PAL **Issue**> #08 **40**
There's a nod to quality in the depth of options and courses but, ultimately, it's an essentially dull SUV racer.

DRIVING EMOTION TYPE-S
Publisher> Squaresoft
Version> PAL **Issue**> #01 **57**
Pretty in a Vaseline lens kind of way, but the over-realistic handling makes it damn-near unplayable.

F1 CHAMPIONSHIP SEASON 2000
Publisher> EA
Version> PAL **Issue**> #05 **47**
Ultimately a poor quality title – and worse, a PSone game on PS2. Next time: less development speed, more quality

F1 RACING CHAMPIONSHIP
Publisher> Ubi Soft
Version> PAL **Issue**> #07 **66**
If you want an involved four-wheeled racer, this'll keep you going until Sony's *Formula One 2001* comes out

MORE REVIEWS OVER THE PAGE...

(which isn't very long to be honest) – just don't expect too much of it. Or 2001's data...

MIDNIGHT CLUB
Publisher> Take 2
Version> PAL **Issue**> #03 **72**
Illegal street racing makes its way through New York and London, with some nice touches of detail. Compromised by reality-check graphics.

MOTO GP
Publisher> Namco
Version> PAL **Issue**> #06 **80**
BEST RACING TITLE A motorbike racing experience for the discerning gamer. Convincing handling and gorgeous details. But it's more demanding than most.

RC REVENGE PRO
Publisher> Acclaim
Version> PAL **Issue**> #04 **56**
The first mini-racer on PS2 does just enough to keep you pressing ⊗ 'til your knuckles pop. But it ain't an essential purchase...

RIDGE RACER 5
Publisher> Namco
Version> PAL **Issue**> #01 **72**
Fast, undeniably attractive and always fun to play – but it's not the next-gen revolution everyone had prayed for. Those borders are a pain, an' all.

SMUGGLER'S RUN
Publisher> Take 2
Version> PAL **Issue**> #03 **75**
Technically jaw-dislocating, but there's not enough one-player depth to turn infatuation into ever-lasting love. Fun, but frustrating.

TOP GEAR DARE DEVIL
Publisher> Planet
Version> PAL **Issue**> #04 **62**
Like an attractive 3D *Pac-Man*, only in small cars and without the ghosts. Yep, exactly as inane as that sounds

FIRST-PERSON SHOOTER

QUAKE 3 REVOLUTION
Publisher> Bullfrog
Version> PAL **Issue**> #08 **85**
The cream of first-person shooters converets flawlessly to PS2, bridging the gap where *Unreal* ends and *TimeSplitters* begins.

TIMESPLITTERS
Publisher> Eidos
Version> PAL **Issue**> #04 **86**
BEST FPS TITLE An enjoyable, hugely customisable, frighteningly hard blast. Great four-player modes and some incredibly hard challenges make this a must buy.

UNREAL TOURNAMENT
Publisher> Infogrames
Version> PAL **Issue**> #07 **82**
UT comes out shooting where you'd least expect it – in the excellent single-player mode. It's just a shame that it fails so badly in the area where it could have improved on the PC version – in multi-player.

FLIGHT SIM

SKY ODYSSEY
Publisher> SCEE
Version> PAL **Issue**> #08 **79**
A rarity on PS2 – a game almost entirely free of action. But despite that, it's hugely addictive with a real sensation of flight. Very chilled

MECH

ARMORED CORE 2
Publisher> Ubi Soft
Version> PAL **Issue**> #06 **54**
Construction paradise as long as you've got the patience to stick with the awkward controls, tiny arenas and spiteful level of difficulty. The two-player Deathmatch is a great opportunity wasted.

HEAD 2 HEAD

BEAT-EM-UPS

TEKKEN TAG TOURNAMENT

Publisher> SCEE
Version> PAL
Issue> #01
PSM2 VERDICT 87

PRESENTATION:
Hypnotically attractive and anti-aliased to a shine. The character models look incredible and the arenas shimmer with depth and some great flashes of animation. The spectacular

GAMEPLAY:
Some would argue that *TTT* is a far cry from the next-gen revolution some expected after *Tekken 3*. But the mechanics at work, even in the Tag mode, have yet to be bettered in any other console beat-em-up.

MULTI-PLAYER:
Again, one-on-one, *Tekken's* unbeatable. Technique and finely-honed craft from two seasoned players creates some of the most compulsive spectator console gaming we know of. Or you could just go bowling.

LIFESPAN:
How good do you want to be? There's an argument for never quite being good *enough* at *Tekken*, there's always room for improvement. Those two-player grudge matches will run and run.

DEAD OR ALIVE 2

Publisher> SCEE
Version> PAL
Issue> #01
PSM2 VERDICT 83

PRESENTATION:
Gorgeous animations and some well-realised scenery put it on a par with *Tekken*. Unfortunately, the emphasis on heaving breasts and scantily dressed bimbettes proves an annoying distraction.

GAMEPLAY:
Instant, intuitive and initially simple to get used to. It's only after you begin to work through the characters that you start to discover the hidden skills of *DOA2*. Still, this has nowhere near *TTT's* incredible depth.

MULTI-PLAYER:
Instantly enjoyable in two-player, thanks mainly to the beautiful flowing rhythm of the tag system and some incredible scenery-destroying interaction. Throwing friends out of windows has never been so much fun.

LIFESPAN:
Once you've explored all the characters possibilities, it'll take a dedicated gameplayer to perservere in Story mode, despite an entire wardrobe to be unlocked. The two-player mode's always good for a quick scrap, though.

THE LAST STAND
Side-by-side, *DOA2's* instantaneous gratification and comic book visuals just can't compete with the technical depth and heritage of *Tekken Tag*. Both games nail the Tag mode with style, both look incredible, but, ultimately, even *DOA2's* ludicrous chests and insulting costumes can't hide the fact that its simply an enjoyable beat-em-up. *Tekken* remains King of Iron Fist for now, but the reluctance to create a radical instalment in an ageing series still disappoints us.

GUN GRIFFON BLAZE
Publisher> Virgin
Version> PAL **Issue**> #06 **70**
One of the few mech titles to actually make you realise you're playing a next-gen console. Big levels, big guns and big respect from us.

RING OF RED
Publisher> Konami
Version> NTSC **Issue**> #04 **74**
Visually explosive, but, sadly, you still feel a bit like a lackey of the game's engine rather than its commander.

ROBOT WARLORDS
Publisher> Midas Interactive
Version> PAL **Issue**> #08 **46**
A derivative game that packs enough tactical thought to amuse, but not enough to test the armchair commanders.

ZONE OF THE ENDERS
Publisher> Konami
Version> PAL **Issue**> #07 **84**
BEST MECH TITLE Perfect for curious mech virgins, yet possibly too shallow for strategy fanatics. The emphasis is on fun, high-intensity battling – which *Z.O.E.* delivers in spades until its premature conclusion.

PLATFORMER

DISNEY'S DINOSAUR
Publisher> Ubi Soft
Version> PAL **Issue**> #05 **35**
A case of a lame game launching on the back of a successful film. Very poor.

DONALD DUCK: QUACK ATTACK
Publisher> Ubi Soft
Version> PAL **Issue**> #06 **29**
Lacking in invention and challenge. Worse still, it's stunningly basic and enormously dull. Young gamers should be up in arms.

RAYMAN REVOLUTION
Publisher> Ubi Soft
Version> PAL **Issue**> #05 **68**
The characters are for kids, the gameplay's for adults. For this lamentable paradox, *Rayman* is only *almost* great for either set of gamers.

PUZZLE

AQUAAQUA
Publisher> SCI
Version> PAL **Issue**> #04 **71**
A solid, if slightly small, puzzler with a host of cutesy features that will no doubt be whizzing around in numerous PS2s.

FANTAVISION
Publisher> SCEE
Version> PAL **Issue**> #01 **85**
BEST PUZZLE TITLE It lacks variety, but it's a fabulous puzzle game – innovative and fun enough to stand up and be counted with *Tetris*.

SUPER BUST-A-MOVE
Publisher> Acclaim
Version> PAL **Issue**> #04 **78**
It's super-slick, extremely addictive and easy to get into – but ultimately little more than a PS2 buffing of the classic game.

RPG

ETERNAL RING
Publisher> Agetec
Version> NTSC **Issue**> #02 **35**
An uninspired RPG that will remain awkward until the speed – or lack of it – and its other shortcomings are addressed.

ORPHEN
Publisher> Activision
Version> PAL **Issue**> #04 **56**
A brash attempt to defy RPG convention that ultimately

overstretches itself, leaving facile gameplay that will irk die-hard fans.

SHADOW OF MEMORIES
Publisher> Konami
Version> PAL **Issue**> #06 **80**
It might take a bit of getting used to – but it's certainly different, and exactly the sort of game you can settle down to play with a cup of Horlicks.

SUMMONER
Publisher> THQ
Version> PAL **Issue**> #06 **70**
BEST RPG A game with massive aspirations, unfortunately let down in places by shoddy graphics and a camera that'll drive you, at some points, to genocide. Still an enjoyable romp for the connoisseur of the short-sword and buckler

SHOOT-EM-UP

SILENT SCOPE
Publisher> Konami
Version> PAL **Issue**> #03 **77**
The sniping-against-the-clock classic loses its huge rifle and downsizes to PS2. Thrilling to begin with, but short, sharp play won't keep you buzzing indefinitely.

WDL THUNDER TANKS
Publisher> 3DO
Version> PAL **Issue**> #06 **69**
Thunder Tanks is the type of game you'll hate the look of but find hard to resist. It's basic and linear and so very *American*, but get into it and it's surprisingly fun. Quite a turn up.

SIM

THEME PARK WORLD
Publisher> EA
Version> PAL **Issue**> #05 **68**
A cheerful little number, with enough depth to stimulate you for quite some time – but its still capable of running itself well enough without your help.

SPORT

ESPN NBA 2NIGHT
Publisher> Konami
Version> PAL **Issue**> #06 **59**
Lots of nice touches and a solid, playable game of basketball, let down by unforgivable graphical glitches.

ESPN INTERNATIONAL TRACK AND FIELD
Publisher> Konami
Version> PAL **Issue**> #04 **63**
Dazzling to look at, but over too quickly in one-player. A jolt of bemani-flavoured sophistication doesn't save it from looking tired.

ESPN WINTER X GAMES SNOWBOARDING
Publisher> Konami
Version> PAL **Issue**> #04 **70**
A game so showered in love that it doesn't know how to return it. The unforgiving learning curve may put the curious off. Go for *SSX* for maximum thrills...

FIFA 2001
Publisher> EA
Version> PAL **Issue**> #04 **79**
A beautifully designed footy game that's yet to have the maddening niggles of the *FIFA* series kicked out of it.

ISS
Publisher> Konami
Version> PAL **Issue**> #02 **81**
BEST FOOTBALL TITLE Not the best football game *ever*, but settles for great playability and the odd touch of genuine class without rewriting the rule book.

MADDEN NFL 2001
Publisher> EA Sports
Version> PAL **Issue**> #04 **86**
BEST SPORTS SIM This isn't just a great American Football game, it's a superb sports title that shows other series how it should be done.

NBA LIVE 2001
Publisher> EA
Version> PAL **Issue**> #06 **72**
A valiant – and mostly successful – attempt to translate a sport that just doesn't lend itself to the sim approach.

NBA HOOPZ
Publisher> Midway
Version> PAL **Issue**> #06 **70**
As fun as the *NBA Jam* series ever was – but is it worth shelling out 30 quid for a glorified arcade game in this day and age? Perhaps not.

NHL 2001
Publisher> EA
Version> PAL **Issue**> #04 **70**
EA'd classic ice hockey sim looks the business, has a pile of options and extras, but is sadly let down by its reliance on character stats rather than player skill.

KNOCKOUT KINGS 2001
Publisher> EA
Version> PAL **Issue**> #07 **79**
The skill and spectacle have been beautifully captured, but incredible character models are compromised by some nasty glitches.

POOL MASTER
Publisher> Take 2
Version> PAL **Issue**> #05 **45**
Pool Master skimps in the areas it should be concentrating on, and isn't much more functional everywhere else. Poor.

READY 2 RUMBLE: ROUND 2
Publisher> Midway
Version> PAL **Issue**> #04 **82**
BEST BOXING TITLE Anything that looks this good *and* makes you laugh demands attention. The two-player's fantastic, but the one-player lacks depth.

SKY SURFER
Publisher> Idea Factory
Version> PAL **Issue**> #06 **29**
Something that might make a diverting mini-game packaged up as the real thing. Awful.

SSX
Publisher> EA
Version> PAL **Issue**> #03 **95**
BEST SNOWBOARD GAME *SSX* does for PS2 what *WipEout* did for PSone. And then some. While everyone will enjoy it, others will take it to their hearts. Breathtaking.

SURFING H30
Publisher> Take 2
Version> PAL **Issue**> #05 **32**
An initially brave move into a new area is shot to pieces by frustrating gameplay, linear levels and weak graphics.

SWING AWAY GOLF
Publisher> EA
Version> PAL **Issue**> #05 **70**
Not so good you'll weep, but a very relaxing, helpful, chirpy game of golf.

TIGER WOODS PGA TOUR 2001
Publisher> EA
Version> PAL **Issue**> #08 **72**
It captures the feel and emotion of golf perfectly – it's just a shame that the number of levels and playable characters are so limited.

STRATEGY

KESSEN
Publisher> EA
Version> NTSC **Issue**> #05 **74**
Takes Japanese strategy into the major league and does a convincing job of recreating conflict in the 16th century.

ABSOLUTE PS2 IS FAT WITH GAMES AND UPDATED EVERY ISSUE WITH EVERY DEFINITIVE PSM2 PAL REVIEW.

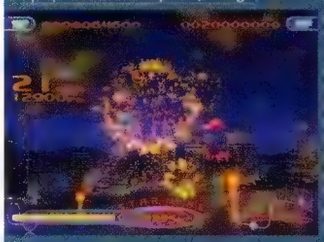
HEAD 2 HEAD

PUZZLE GAMES

> FANTAVISION

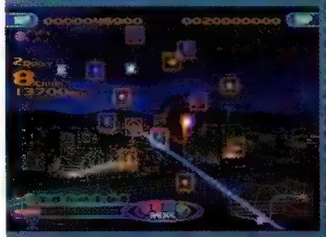
Publisher SCEE
Version PAL
Issue #01
PSM2 VERDICT 85

PRESENTATION:
From the relentlessly bright gameplay to the bizarre '50s cute family cut-scenes, *Fantavision* is a well-designed visual treat that never completely blows you away. The Replay mode is a bit special, though.



GAMEPLAY:
Although easy enough to get in to – after an initial period of befuddlement – it never quite reaches the dizzying addictiveness of *Tetris*. An inaccurate control system can also lead to some bitter pad hurling.

MULTI-PLAYER:
The challenge of slowly squeezing your opponent off the screen with a dazzling display of Daisy Chain linking is satisfying enough, but we worry about the effects prolonged exposure might have on weak minds.

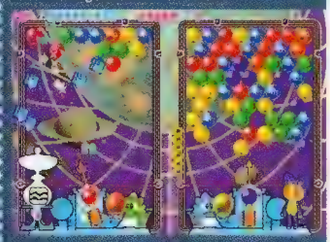


LIFESPAN:
One to relax to. A beautiful chilled-out experience that could almost be a visual massage for overly stressed brains – a feeling you'll want to revisit from time-to-time. The two-player's hectic, and quickly loses its appeal.

> SUPER BUST-A-MOVE

Publisher Acclaim
Version PAL
Issue #04
PSM2 VERDICT 78

PRESENTATION:
It oozes groovy Astro Boy charm – bizarre 'Hello Kitty' animations and bright colours give the 2D environments an appeal that goes some way to concealing a game that hasn't changed much from 1993.



GAMEPLAY:
Simplicity itself, with only three buttons to worry about. Which is just as well, because this is the toughest *Bust-A-Move* to date. But, aside from some new token features this is the same game as it ever was.

MULTI-PLAYER:
It's a slap-on-the-head challenge that'll have you smiling smugly while your mate garottes themselves with the SCART cable. Burying someone under a pile of bubbles has never been more satisfying.

LIFESPAN:
The multiple routes through the single-player modes should keep you busy for weeks, and the main problem with the two-player is finding someone crazy enough to join you in a head-to-head bubble brawl.

CLUE ME UP

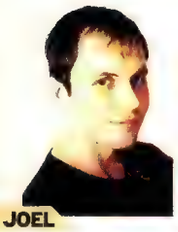
When PS2 launched we were stunned by the originality and sheer playability of Sony's *Fantavision*. It appeared as a bold statement about PS2 being something truly different. *Super Bust-A-Move*, on the other hand, is simply a good version of a great game that's barely changed in nine years – if you've played it before you'll only be getting a prettier version of the old game. So, *Fantavision* edges – purely because it calms us after *TimeSplitters* marathons.

PLAYSTATION 2 MAGAZINE
PSM2

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

THERE'S SOMETHING ABOUT METAL GEAR THAT BRINGS OUT THE WORST IN PSM2...



JOEL

It's as if Hideo Kojima's given us a big toybox full of realistically bleeding Action Men – and we just can't resist playing with them. Our moments of clarity frighten us, sometimes – there we are, laughing as a guard frantically tries to call backup on his broken radio, just before we shoot him in the face – then we look at each other and realise what we're doing. Humbled, we go back to our desks – but then someone shouts 'Look! He's limping!' and we're off again. You'll find the results of our obsessive blood-letting in a few pages – there's a swathe of challenges to prove your *Metal Gear* mastery on, and a very special prize awaits if you're really as good as you think you are.

The sickening violence continues in our *Quake 3* special, but if you prefer to get huge monsters to do your dirty work, you'll want to head for the second part of our guide to *Summoner*. If you're after something more cerebral, flick straight to the concluding part of our *Shadow Of Memories* guide, where you'll find the complex web of endings unravelled in a brain-friendly manner. Elsewhere this issue, the A-Team's muscular genius, Mr T, provides some stern moralising and your gaming queries are answered by a man with dubious morales in a Balaclava. Remember – don't have nightmares. **PSM2**

NEED HELP?

Are you cack-handed at Kessen? Boarding like a berk in SSX? Or have you got some advice you'd like to give to other readers? Then e-mail us at PSM2@futurenet.co.uk or write to us at the usual address.

PSM2'S MANIFESTO

PSM2's TIPS ARE: An in-depth guide to the games you need them for. We don't devote masses of space to hopeless games, because we know you won't be buying them. Instead, we'll cover every essential game in detail, but keep you up to date with all the things that entertain, challenge or amuse us in our everyday gaming.

PSM2's TIPS AREN'T: Lovingly reproduced pictures of dozens of identical cars, or instructions to 'block' in fighting games or 'ease off the gas' while you're driving. You know that, don't you?

THE PICK OF WHAT'S NEW

HOT TIPS

Throat sore from cursing your favourite games? Soothe it with PSM2's old-fashioned tip lozenges.

STARFIGHTER

There's a whole plethora of codes for *Starfighter* – some useful, some not so useful. You'll be able to unlock most of the secrets by following the instructions in the Bonus Missions mode – but if you can't be bothered, just enter these cheats at the Codes screen to do it the easy way.

HANDY CHEATS

Secret spaceship for bonus missions – **BLUENSF**
Multi-player levels – **ANDREW**
Default screen – **SHOTS**, **SIZZLE**, or **HOTEL**

NICE PICTURES

Enemy ship gallery – **SHIPS**
Spaceship and cast pictures – **HEROES**
Pre-production art – **PLANETS**

ANNOYING CHEATS

Director mode – **DIRECTOR**
Reversed controls – **JARJAR**
Disable cockpit displays – **NOHUD**

SELF-INDULGENT PROGRAMMER STUFF

See the team – **TEAM**
Pictures of Simon – **SIMON**
James' day at work – **JAMES**
A message from the programmers – **LTDJGD**

EXTRA TERRESTRIALS: Spot the weirdos and aliens among the team members. Harder than it sounds.

Z.O.E.

The clash of metal, the roar of flames and the faintly irritating noise of a small boy whining about his girlfriend. *Z.O.E.*'s a fine game indeed.

VERSUS MODE

Complete the game on any difficulty to get a Versus mode with five orbital frames and most stages. Complete it again, and you'll get the remaining two frames and stages.

PSM2'S TIP OF THE MONTH

SSX

Just when we thought we'd seen it all – it turns out there's a completely new board, which reduces gravity fractionally and helps you get bigger air. Go to the options screen, hold all four shoulder buttons and press ◎ (x5), ⊗, △, □. You'll hear a noise to confirm that the cheat's been entered. Start the race as normal, and you'll notice that your board's been replaced by a light blue one with a girl's face on the underside – the elusive 'Mallora' board. It's a peach...

WHAT LIES BY NEITH: See the carnage from Viola's point of view in the Neith frame.

ALTERNATE ENDING MUSIC

Complete the game on any difficulty and get an 'A' rank on all five rescue missions to hear a different ending theme during the end credits.

KNOCKOUT KINGS 2001

After last issue's cavalcade of unknown US sports personalities and tedious musos, we're pleased to announce that... yep, we've got even more of them. Just enter any of the following names in Career mode to unlock them.

MRBARRY – Barry Sanders
ZITO – Chuck Zito
BOSTICE – David Bostice
DEMART – David Demarti
BAILEY – Joe Mesi
JBOTTI – John Botti

KNOCK IT ON THE HEAD: But where are the clowns and aliens from the PSone version?

JRSEAU – Junior Seau
OWNOLAN – Owen Nowlan
STEVEF – Steve Francis

TRIPLE PLAY BASEBALL 2002 (NTSC)

It'll almost certainly never come out in this country, but complete certain baseball-themed challenges and you'll be rewarded with some 'humourous' super-deformed touches.

BIG GLOVES
Catch a ball as it's going over the fence of the park.

BIG BAT
Hit two consecutive home runs.

SMALL PLAYERS
Get more than 11 hits in one game.

FAST PLAYERS
Steal three bases with one player in a single game.

POWER-UP DEFENCE
Make three double plays in one game.

NBA HOOPZ

Press Turbo (□), Shoot (△) and Pass (○) during the pre-match screen, and the on-screen symbols will change. Certain combinations of buttons will enable the various cheat codes. Hit the buttons the number of times shown, then press the D-Pad in the direction indicated to enable each of the cheats.

EFFECT	□	△	○	DIRECTION
Home uniform	0	1	4	Right
Beach court	**0**	**2**	**3**	**Left**
Away uniform	0	2	4	Right
Show hotspot	**1**	**1**	**0**	**Down**
ABA ball	1	1	1	Right
Granny shots	**1**	**2**	**1**	**Left**
No fouls	2	2	2	Right
Big heads	**3**	**0**	**0**	**Right**
No hotspots	3	0	1	Up
Infinite turbos	**3**	**1**	**2**	**Up**
Street court	3	2	0	Left
Tiny heads	**3**	**3**	**0**	**Left**
No goal-tending	4	4	4	Left
Tiny players	**5**	**4**	**3**	**Left**
Play as Dr Atomic	5	4	4	Left

BEACH SLAP: It doesn't have any effect on play, but the sun makes games a bit more cheery.

'AVE A KATANA: It makes a nice change from 'wacky' students nicking signs and puking in the street. Kill them!

KENGO

Nick some traffic cones and drive around the streets in a shopping trolley, then batter someone senseless with a wooden practice katana. Possibly.

PLAY AS A STUDENT
Hold down R1+R2+L1+L2 when you select a character – different characters will result in different students.

ONI

We called it 'Nice, but dim' – some of you bought it anyway. Never mind, eh? During gameplay, press the SELECT button, then highlight the Select button in the menu. Now enter the following codes. You should hear a sound to confirm you've entered them correctly.

CHANGE CHARACTER
L1, L1, L2, □, ○, □, L2, L2, L2, L2

ONE SHOT KILLS
L2, L1, L2, □, ○, □, L3, R3, ○, □.

UNLIMITED HEALTH
L2, L1, L2, □, ○ □, R3, L3, R3, ○.

POWER PUNCHES
L2, L1, L2, □, ○, □, R3, L3, ○, □

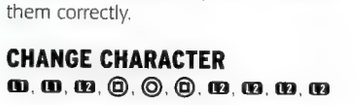
TINY WEE CHARACTERS
L2, L1, L2, □, ○, □, L3, R3, □, ○

UNLIMITED PHASE CLOAK
L2, L1, L2, □, ○, □, L1, R3, L2, L3

BIG HEAD MODE
L2, L1, L2, □, ○, □, START, □, ○, START.

UNLIMITED AMMO
L2, L1, L2, □, ○, □, L2, L2, L1, L3

HUGE CHARACTERS
L2, L1, L2, □, ○, □, R3, □, ○, L3.



TAKE IT TO THE STREETS: Can't wait for *NBA Street*? This is the closest you'll get.

PRO TIP
KENGO
Raise your Insight ability up to 9999, in the Zen Meditation training mode, and you'll be rewarded with the very special Shaku blade.

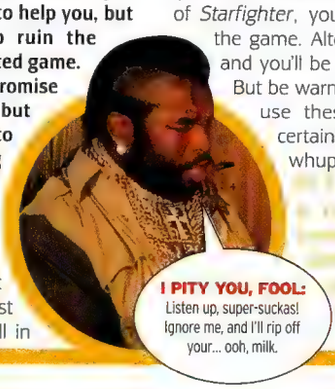
GUEST TIP

MR T. PITIES YOU

We love you here at PSM2, and that sometimes makes our job difficult. We want to help you, but we don't want to ruin the challenge of a perfectly-crafted game. So, we've decided on a compromise – cheats delivered by a stern but friendly authority figure, to discourage you from using them unless it's *absolutely necessary*.

Ladies and gents, we present... Mr T.

"Morning, y'all. You might remember me from my guest appearance on M Bison's wall in the final stage of *Street Fighter EX3*. Anyway, if you enter **OVERSEER** on the codes screen of *Starfighter*, you'll unlock everything in the game. Alternatively, enter **MINIME** and you'll be completely invulnerable. But be warned – I pity any fools that use these cheats, and they're certainly in for a world-class whuppin', courtesy of Mr T."



I PITY YOU, FOOL: Listen up, super-suckas! Ignore me, and I'll rip off your... ooh, milk.

PRO TIPS

"THERE'S A FILE CHOCK OF CODES FOR STARFIGHTER"

WIRED UP

PSM2'S NET FILTER SORTS THE GOOD FROM THE BAD.

With Wesker popping up again with his sinister biogenetic experiments, it's time to investigate the sinister world of Black Ops – without ever leaving your big comfy chair.

CONSPIRACY NET
An endlessly entertaining website full of people who know exactly who's pulling all the strings – but, bizarrely, still can't spell properly. Questions answered include who shot JFK (the Mafia) what exactly the NWO is (A Luciferian system from which there is No Escape) and why we *need* MIBs (because it's horrible to think the government don't know what they're doing).
www.conspiracy-net.com

BARBELITH
The semi-official website for Grant Morrison's conspiracy-obsessed comic series The Invisibles still manages to attract plenty of stoners and lunatics. They're all a bit frighteningly obsessed by Terence McKenna and the Marquis De Sade, but it's always good fun to say something deliberately annoying and watch them jumping at it like hungry dogs on a pork chop.
www.barbelith.com

CIRCLING THE SQUARE
It's all too easy to parody conspiracy theories – which is why it's often done so badly. In here, though, you'll find the hidden links between Bertie Ahern and his Sesame Street counterpart, articles on Raul Julia's superconducting moon boots and the *real* agenda between the Fox Network's Temptation Island. Genius.
www.circling.org

HOLLYWOOD JESUS
Offers, as your bearded host David Bruce has it – 'Pop culture from a spiritual point of view'. He's a man who seems to watch a disturbing amount of films – and sees Christian allegories in *all* of them. According to him, Neo, Hannibal Lecter and Robocop are all Christ figures. And his site's had 23,000,000 hits this year. Eek.
www.hollywoodjesus.com

TEST A SON OF LIBERTY

Kevlar Puma is a member of the international terrorist group Sons Of Liberty. This month, he's making a special appearance on PSM2's panel of expert gamers.

X-Squad - not the most exciting of games, except during the gunfights.

In *R2R2*, the shameless programmer stuff's actually quite funny. Well done.

No time to scrap with the stewardesses - you'll have to sprint to beat our scores.

READY 2 RUMBLE: ROUND 2

Dear PSM2,
As a regular reader of your mag, I know you've already printed some cheats for *Ready 2 Rumble: Round 2*. The thing is, though, none of them can help me beat Rumbleman, who just flattens me every time. I've already used the code to get all the hidden characters, but I'd still like to see the endings. Can you help?
Matthew Crosby,
Somerset

Certainly, Matthew – just pause the game and press R2, R1(x2), R2, R1, R2, R1(x4), R2, ←, →, ↑, ↓. You'll be given a full RUMBLE meter, which should make beating him easy. If *that* doesn't work, press Right, Right, Right, Down, R1, R2 at the main menu screen. A sound will confirm that you've entered the code correctly... This is Kevlar Puma calling from Deck B. Nothing to report. Over.

X-SQUAD

Dear PSM2,
How do I beat the tank?
Frank Martin,
Sheffield

The tank's the boss on level six, and it's one of the trickiest enemies in the game. Even worse, there's a car driving around equipped with a grenade launcher and a Glock-12. To beat them, equip yourself with the shotgun – the most powerful weapon in the game – then strafe constantly. When the car opens up, it's about to fire, so start running until the grenade's safely gone, then carry on strafing... Wait a minute, there's a trail of wet footprints leading to the canteen. Stand by for... Harry? Harry! Fer chrissakes, wake up!

SUMMONER

Dear PSM2,
Thanks for the *Summoner* guide, but I'm still finding it a wee bit tricky. Are there any – whisper it – *cheats* you can give me?
Nick Hibbert,
via e-mail

Sure thing, Nick. To start the game with every spell, just hold R2 at the title screen and press ○,□,○, △,○,△... Oh my God! He's dead! Harry's dead! There's an intruder on the ship! Sweet Mary, there's blood everywhere!

RIDGE RACER 5

Dear PSM2,
I've recently been playing *Ridge Racer 5*, and I was annoyed when I found out that I can't save after every race. Please, please, please have you got any cheats to make my life easier?
Andrew Mepham,
Kent

Sorry Andrew – there aren't really any cheats to make *Ridge 5* any easier – but you might be able to make it a bit more bearable. Just exceed 3,000km in total distance raced, and you'll be able to use the nippy *Pac-Man* car. Also, to get a speed burst – hold down L2 and R2 when the light turns green. Finally, complete the game with every secret unlocked and have a look at the Memory Card icons in the PS2's browser – instead of being the *Ridge* logo, you'll see a picture of Ai Fukami... Code Red! Code Red! Get the sweep team in here!

TEKKEN TAG TOURNAMENT

Dear PSM2,
Can you please tell me how to unlock Mokujin and Tetsujin in *Tekken Tag Tournament*?
Colin Davies,
via e-mail

All you need to do for both characters is complete the Arcade mode ten times on any difficulty setting. Press square to select Tetsujin – the metallic fighter – or any other button to pick his wooden counterpart. Also, if you win ten consecutive Versus matches with Tetsujin, he'll turn gold – but you won't be able to save this change to your Memory Card... He's under the table! He's shooting at the fire extinguisher! My eyes! Gyaah!

TIMESPLITTERS

Dear PSM2,
This may not be the most original of suggestions, but I was wondering what the best scores are that you 'experts' can get on the 27 Challenge levels in *TimeSplitters*, and the best times you can get in Story mode? Incidentally, what's the source for timed secret cutoffs on Story mode? I only ask because I completed Cyberden on Normal with a time which was a minute more than the one you printed, but still unlocked the Tuxedo Cyborg.
Neil Bontoft,
via e-mail

Look no further, Neil. PSM2's new, improved challenge section on pg100 kicks off this month with a selection of scores to test your mettle against. As for your other question, the times we printed were simply the ones PSM2 got – they'll work for certain, but it's possible that taking a bit longer would still net you those hidden extras... I'm hit! It's my leg! There's a bleedin' great dart in me leg! Feeling sleepy... so... very... sleepy. Zzzz.

STUCK?

SHARE YOUR EXPERIENCES WITH PSM2

Next month, we'll have an entirely new tipmaster at the helm – Sion Barzahd, perhaps, or Moby from *SSX*... who knows? If *you've* got a gaming conundrum and you'd like it answered by an obviously fictional character, send it to –

■ Test An Expert, PSM2, Future Publishing Ltd, 30 Monmouth Street, Bath, BA1 2BW Or e-mail it to PSM2@futurenet.co.uk

BYTESIZE

TIMESPLITTERS: Play in Team mode with Friendly Fire switched off and Remote Mines as a selectable weapon. Stick a load to your team-mate, and then send him running into the opposition as a kamikaze bomber.

SSX: In certain stages, you'll notice television cameras along the sides of the track. Aim for them on your board, then finish the level and watch the replay in TV Cam mode – with any luck, you'll see your boarder punch the camera.

QUAKE 3: On the Longest Yard level, turn the auto-aim feature on, then search out the rail-gun. With a bit of practice, you'll be able to nail your foes from right across the level – they'll never know what hit them.

TIGER WOODS: In multi-player mode, press any of the symbol buttons as your opponent takes their swing. You'll hear a noise that's supposed to put them off – one of the sound samples from the rest of the game.

TIMESPLITTERS: Play in teams with Friendly Fire switched off and 'bot mummies or zombies on your side. Then shoot them in the head – they'll be decapitated, but they'll carry on wandering around.

CODE VERONICA: When you're fighting zombies with a knife, slash downwards at their knees to knock them over, then keep stabbing while they're on the floor to kill them. If you leave them standing, they'll lunge at you.

DEVIL MAY CRY: In the demo, rampage through the library smashing everything in sight. You'll quickly find the double-barrelled shotgun, which Dante fires one-handed in the most casual manner we've ever seen.

Welcome to The Next Level... or the bit where we talk to people who are much, much better at games than you, and persuade them to part with their knowledge. This month, first and third-place winners of PSM2's *SSX* compo share the secrets of their Pipedream success. They're called Justin Hope and Darren Skeet, and they're better at the game than anyone. *Anyone*. Take it away...

- Get 9,000ish before the first orange. Then boost down, misty and hold it – for up to 63,400.
- Get a yellow snowflake on the half-pipe for 17,000 with a Banzai.
- Jump at the edge before the vertical drop on a triple Frontside Misty Experimental. 13,000. Do spins in the tunnel to get up to 110,000 or so.
- Jump onto the left rail and grind it halfway, go through the red using a Frontside Misty, then hit the Experimental tweak one or two seconds after going through the red, letting go when you're about to land. 78,000.

- Head right, boost down, jump the edge, boost up the slope and jump. You'll get a Sick for 63,000.
- You can do three to five jumps before the next snowflake for 15-17,000 points.
- Jump early on the first Red Snowflake and perform a double Frontside Misty into a spin to get a maximum of 81,000.
- Jump late on the next Red and perform another Sick to get 98,000 – tweak after you've snagged the red.
- Jump very, very late on the Orange Snowflake at the end and do another Sick, or a Triple Rodeo with an Unethical Experimental for up to 51,000 points.
- Then perform tricks for Britain! You've got about two minutes. And the magic total... 636,450.

›FLY LIKE A BIRD フハフヌ

SKY ODYSSEY

Fed up of crashing and burning? Those magnificent men at PSM2 show you how it's done.

FLYING LESSONS

Sky Odyssey's one of the most unforgiving games on PS2 – clipping a wall will hurt you chances of success. It's all about keen timing, decisive acceleration, air braking and the occasional nerve-wracking manoeuvre.

AEROBATICS

It's always worth picking up a few easy points at the start with some low-level flying.

THE SPECIAL RADAR

Get the Special Radar by earning two Gold medals in Target mode. That'll make it much easier to locate the hidden landing stops.

STALLING

If your engine fails you'll have to navigate using the rudder. Hold down L1 and R1 together for an extremely tight turning circle – handy in the narrow canyons.

FAST BRAKING

To stop quickly after you've landed – vital on short air strips – press ↓ slightly once your landing gear is on the ground, then repeatedly rock your wings from side to side.

OPTIONAL EXTRAS

The third wing is excellent for climbing and turning, but you'll need Engine D to stop your plane slowing to a crawl.

EXTRA PLANES

AUTO GYRO

Complete all levels in Sky Canvas mode with more than 90 points, and you'll be the Professor Horatio Hufnagel of the skies.

CORSAIR

Accumulate enough aerobatic points in Adventure mode to have 10 of your mission grades marked with circles.

SILVER UFO

Complete all levels in the Adventure mode with an 'A' rank, and scare yokels senseless in style.

GOLD UFO

Complete all levels in Target mode with a Gold rank to get a slightly classier version of the UFO, with more probes and things.

ME-262

Complete Adventure mode to get the extremely nippy Messerschmidt

STEALTH BOMBER

Complete all levels in Adventure mode with a total time of 10 minutes or less, and you'll get the disturbingly fast Stealth Bomber to play with.

THE SHINDEN

The super-special Shinden's hidden in four parts throughout the Adventure mode. Just land at the alternate strips on the following levels to collect the parts – it'll be much easier with the Special Radar. It's a propeller-driven plane until you find the jet engine, when it becomes the incredibly fast Shinden Kai.

Right Wing – The Adventure Begins
Left Wing – The Labyrinth
Fuselage – The Towers Of Terror
Jet Engine – The Great Divide

EXTRA PARTS

THIRD WING

Land at the Mid-Air Rendezvous secret landing strip in Adventure mode to find a third wing that'll convert the Swordfish into a triplane.

PONTOONS

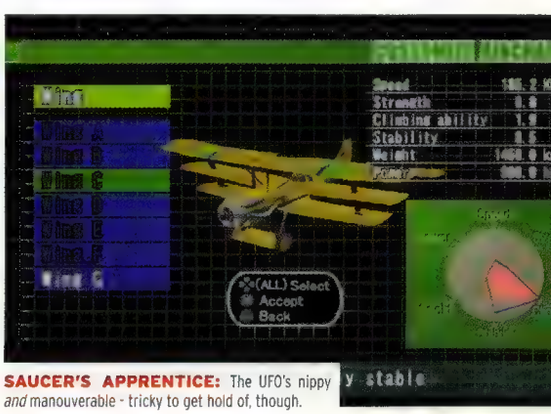
Complete the Stormy Seas level by landing on an aircraft carrier. The pontoons will allow your aircraft to land on the water.

CUSTOM PARTS

Complete all the Adventure mode levels with at least a 'B' rank to unlock extra parts, enabling you to customise your plane.

TARGET MODE MEDALS

Complete the game in Target mode to earn medals which can be traded for optional features.
Radio – Four medals
Music Tracks – One Silver medal each
New Emblems – Two Silver medals
Unlimited jet boost – Two Gold medals



SAUCER'S APPRENTICE: The UFO's nippy *and* manouverable - tricky to get hold of, though.

PSM2 PRO DOJO

Test your gaming mettle against PSM2's hard-bitten, no-nonsense joypad batterers.

Every time we have a spare moment, the PSM2 office rings with shouts of triumph and pain. Whether it's the frozen piste of *SSX* or the bullet-riddled streets of *TimeSplitters*, we all fancy ourselves as a bit tasty, and from now on, you can join in the fun. Each issue, we'll be printing the best scores we're sent on all of PS2's finest games, giving you a chance to pit yourself against the nation's finest gamers.

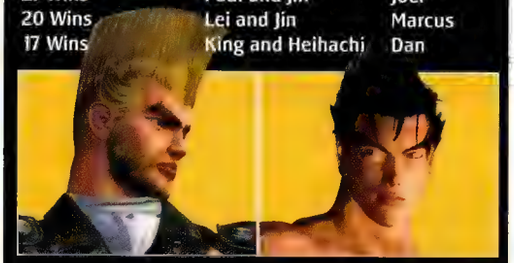
We kick things off this month with the grand finale of the *SSX* Challenge, and set up our challenge section for aspiring masters. Bring it on.

TEKKEN TAG TOURNAMENT

Proof that gaming ability in one area doesn't necessarily translate to another – Joel might be the King Of Iron Fist, but he can't bowl to save his life...

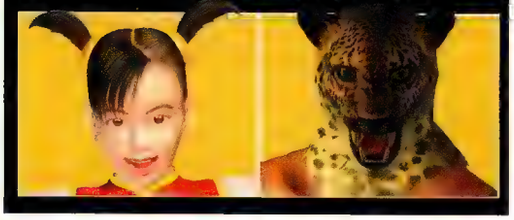
Survival Mode

21 Wins	Paul and Jin	Joel
20 Wins	Lei and Jin	Marcus
17 Wins	King and Heihachi	Dan



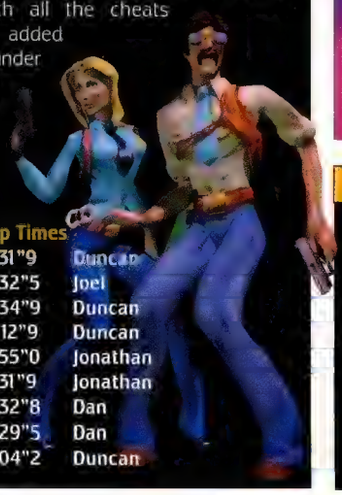
Tekken Bowl

269 Points	Ling and King	Duncan
249 Points	Anna and Heihachi	Marcus
237 Points	Julia and Kazuya	Dan



TIMESPLITTERS

After long, maddening hours killing each other, the *'Splitters* 'bots just don't seem that threatening any more – especially for Duncan 'Here comes a kicking' Baizley. These times are all taken from the Normal difficulty level, with all the cheats switched off. As an added bonus, they're well under the limit for getting the game's hidden extras.



Story Mode

Level	Top Times	
Tomb	2'31"9	Duncan
Chinese	2'32"5	Joel
Cyberden	1'34"9	Duncan
Village	1'12"9	Duncan
Chemical Plant	0'55"0	Jonathan
Planet-X	1'31"9	Jonathan
Mansion	1'32"8	Dan
Docks	1'29"5	Dan
Spaceways	1'04"2	Duncan

SSX

We've already had a few Showoff scores from enthusiastic readers – but in the phenomenally enjoyable race mode, it's up to PSM2 to show you how it's done. Joel and Dan come out top here, modestly putting it down to stubbornness and frenzied competitiveness.

	Top Times		Top Scores	
Snowdream	1'56"01	Joel	328,585	Kris Emeny
	1'57"04	Dan	266,150	Richard Dixon
	1'58"90	Duncan	253,745	Dominic Dixon
Elysium Alps	4'16"12	Dan	513,765	Kris Emeny
	4'18"14	Joel	444,765	Richard Dixon
	4'18"19	Duncan	430,670	Mike Waring
Merqury City	2'53"42	Joel	431,620	Kris Emeny
	2'53"99	Dan	274,290	Richard Dixon
	2'54"15	Jonathan	256,210	Dominic Dixon
Mesablanca	2'41"32	Joel	312,960	Kris Emeny
	2'45"21	Dan	224,220	Richard Dixon
	2'49"01	Marcus	219,350	Dominic Dixon
Tokyo Megaplex	3'18"23	Dan	330,821	Kris Emeny
	3'19"23	Joel	311,305	Richard Dixon
	3'20"31	Jonathan	265,150	Dominic Dixon
Aloha Ice Jam	1'54"11	Joel	-	
	1'54"32	Dan	-	
	1'55"01	Jonathan	-	

MOTO GP

Eeeeooowww... just when it looked as if Marcus was going to be embarrassed by PSM2's young whippersnappers, he came tearing out of nowhere on *Moto GP* and left us coughing up dust. These times are all on Arcade mode – Sim's just a bit too boring for us.

Japanese GP Suzuka	2'03'978	Marcus
French GP Paul Ricard	1'22"567	Marcus
Spanish GP Perez	1'44"121	Jonathan
British GP Donington	1'32"322	Marcus
Pacific GP Motegi	1'55"367	Marcus

SSX CHALLENGE

PSM2 FIRST PLACE

JUSTIN HOPE 636,450

With some cheeky tweaks and ludicrous airtime, Justin's a worthy champion – let us know how you does on a real snowboard.

Justin.

Wow. At the end of last issue, we were sure that Colin Mills had it won – but a few of you were obviously checking out the competition. And then Justin Hope casually sent in a tape full of boarding genius. Darren and Paul get copies of *F1 Championship 2001*, *FIFA 2001* and *NHL 2001*.

THE TOP 50

2ND Paul Woodall	633,440
3RD Darren Skeet	629,480
Ian Collis	626,435
Dean Carr	625,175
Clayton Morley	622,345
Carl Fairweather	620,930
Mathew Bevan	609,550
Tsuen Yau	604,870
Daniel Hurtley	604,680
Andrew Bissell	602,020
Mario Zamboni	601,410
Edward Hutchinson	599,875
Jon Robertson	593,400
Claire Evans	587,340
John Norman	585,250
Mark Lawler	584,630
Matthew Bevan	584,140
Claire Davies	577,830
Pete Whiting	573,660
Luke Frankton	573,030
Frank McCole	572,870
Brian Nielsen	571,780
Chris McCormick	570,870
Paul Harrison	570,380
Ernie 'Blam' Doku	568,205
Seb Jones	567,010
Matthew Mawdsley	563,160
Chris Green	561,710
Gary Jackson	556,935
Matt McSpirit	556,800
Paul Hayes	555,720
Cedric Danieau	555,260
Jonathan Thomson	553,480
Robert Paul	552,780
Colin Mills	551,821
David Marshall	551,110
James Cole	550,555
Gary Jackson	550,450
Edward Dunnett	547,081
Sebastian Butland	546,185
Mark Bell	545,990
Jonathan Thomson	543,745
Filip Osmolki	542,170
Cedric Danieau	536,750
Matthew Andrews	533,230
Marco Sarasini	532,860
Mark Wood	531,000
Richard Waldie	530,370
Manfred Dollinger	520,910

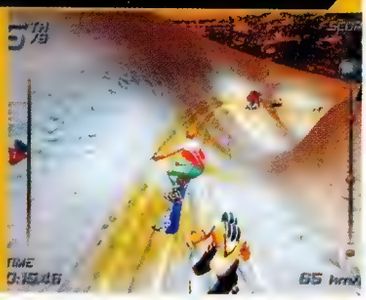
BLACK BELT CHALLENGES

To be a truly great gamer, you've got to excel in more than one field – fighting, shooting, racing – it's the sofa-bound equivalent of the Decathlon. So here's the deal. Complete these challenges, on games representing every major genre, and we'll print proof of your gaming mastery in PSM2. They're tough – and we appreciate that you might not have all the games featured – so even managing half of them will get you recognition. But going beyond the call of duty will be rewarded...

HOW TO ENTER

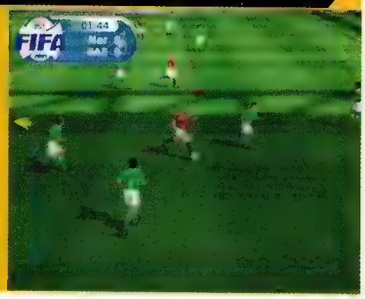
Laughing scornfully at the PSM2 team? Fancy getting your name in lights as a black belt gamer? Fine. Send us a photo or video that shows us your best scores, with your name, address and scores attached, and we'll see how good you really are. The address is PRO DOJO, PSM2, FUTURE PUBLISHING LTD, 30 MONMOUTH ST, BATH, BA1 2BW. And remember, we put the mag together quite a while before it comes out, so don't be dismayed if your score doesn't get printed a week after you send it in – it'll be in the next issue.

SSX



The Challenge: Complete Mesablanca – the best course for pure racing – in 2 minutes, 50 seconds. Use the Unlock Everything cheat to max out your character's stats.
The Proof: A photo of the hi-score table with your time on it.
The Tip: Refer to our guide in PSM2#04 for a complete run-through. And veer right near the second danger sign to get the complete rail shortcut.

FIFA 2001



The Challenge: Simply win the World Cup. Sounds easy? Well, you've got to do it with the United Arab Emirates.
The Proof: A photo of the victory screen with your team on it.
The Tip: Run the ball down the line, hit the cross button to wallop it across the goal mouth, then knock it in. Even with the UAE's geriatric players, this shouldn't give you too much trouble.

TEKKEN TAG TOURNAMENT

The Challenge: Get more than 300 in a game of *Tekken* Bowl. You can use whichever characters you like.
The Proof: A photo of the results screen, with your characters on it.
The Tip: Use a power character as your first bowler, and a control character as your second – Paul and Ling's a good combination.

MOTO GP

The Challenge: Complete a lap of the Donington Park circuit in less than 1 minute 33 seconds.
The Proof: A photo of the records screen, or a photo of the in-game screen with your lap times on. Either's just as good.
The Tip: You'll probably want to unlock the Honda NSR500 before you even attempt this.

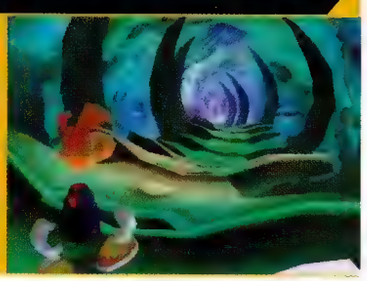
TIMESPLITTERS

The Challenge: Complete the Spaceways level on the Normal Difficulty setting in less than 1 minute 20 seconds. Handily, this'll also get you the Female Alien Playable character.
The Proof: A photo of the level selection screen, with your record time listed under the Normal section on Spaceways.
The Tip: Refer to our guide in PSM2#04, strafe a lot and ignore the medikits.

Z.O.E.

The Challenge: Get an overall ranking of 'A' by completing the game. You'll have to play on either 'Hard' or 'Very Hard' to even have a chance of success.
The Proof: A photo of the post-game ranking screen with either an A or S ranking on it.
The Tip: If the fighting gets a bit frenetic close with your opponent, grab him and steer him towards orbit.

RAYMAN REVOLUTION

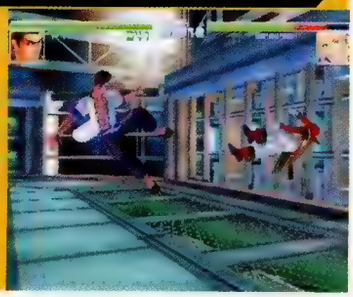


The Challenge: Complete the game with more than 900 Lums. That means you can miss 100. Aren't we kind?
The Proof: A photo of the screen showing you how many Lums you've collected... with more than 900 on it. Obvious, really.
The Tip: Revisit areas you've already completed to get all of the Lums. Simply going straight through the game'll leave you short.

RIDGE RACER 5

The Challenge: Unlock the Super Drift Caddy by beating it in Duel Mode. It's one of the most powerful cars in the game, so you'll have to be racing like a ninja.
The Proof: A photo of the car selection screen with the Caddy on it.
The Tip: You're allowed to use another Duel Car if you've already unlocked that – the VW Beetle's probably easiest.

DEAD OR ALIVE 2



The Challenge: Get more than 12 Wins in Survival mode with any character – you can even use Bayman and Tengu, if you really want.
The Proof: A photo of the hi-score table with your initials on it.
The Tip: Check out our guide to the game in PSM2#06 – and we'd recommend using Jann Lee, as he's absolutely nails.

SKY ODYSSEY

The Challenge: Get an 'A' Ranking on The Adventure Begins – the game's first level. To do that, you'll have to come in under the time limit, as well as not going up in a ball of flame.
The Proof: A photo of the assessment screen with your rating on it.
The Tip: If you can get the extra planes – we tell you how in our guide on pg99 – you're welcome to use them. Careful with the Shinden Kai through the canyons at full pelt.

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

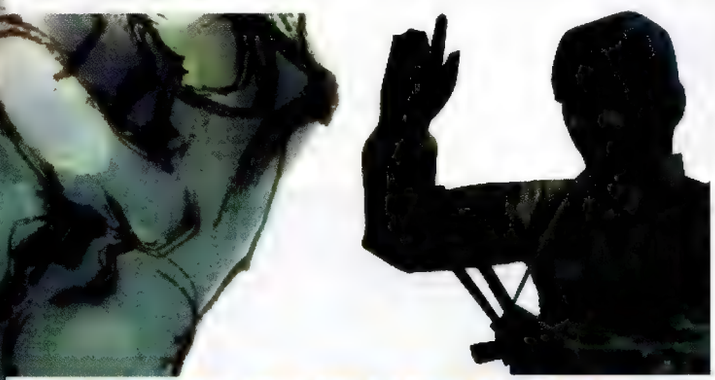
PRIZE FIGHTER

Fancy your chances against the Sons of Liberty? Can you move in a box like it's second nature? Then crawl under the beams to pg 106, and see how you could win an unbelievable PSM2 prize.

›SOLID SNEAK フルフス

METAL GEAR SOLID 2

You've played the MGS2 demo to death. You've taken prisoners, smashed bottles and broken necks... but you're not even scratching the surface. Let PSM2 introduce you to Russian Roulette, The Three Stooges and 20 fresh challenges you *won't* have tackled in the *MGS2* demo. Only expert agents need apply...



REGISTER YOUR SCORE

Visit Konami's ranking website...
http://www.konami.co.jp/kcej/products/mgs2/mgs2_t_IR/index_e.htm
... and write PSM2 after your name if you want to be in with a chance of winning our exclusive competition (head straight to pg106 for more info). For example: "David Jones – PSM2". Or go for individual glory, it's entirely up to you. **Good Luck.**

Talk about expectation. We've been gagging for *MGS2* since Kojima dazzled the crowd at last year's E3. We lusted over the early footage, gawped at each new screenshot and breathlessly counted the days until we could put fingers to joypad. Then, on March 23rd, 2001, Kojima gave his masterpiece to the world – bundling a playable demo with Konami's mech-fighting game *Zone of the Enders*. Unbelievably, it was worth the wait.

By the time you read this, the *MGS2* demo will be in the shops. But you knew that, didn't you? As a self-respecting PS2 owner, you've got a copy already. And if that's the case, you've probably played the game to destruction, possibly considering another session as we speak. But regardless of how good you are at *MGS2*, there's always more to discover – even if you've wrecked the bar, covered the deck in dirty footprints and decorated a guard's groin with bullets. Don't hang up your USP until you've taken the PSM2 Secret Agent Challenge – sorting the Metal Gear Solids from the Metal Gear Weaklings. It's the only way to be sure you're getting the most from *MGS2*.

If you can nail all 20 of our challenges, you're on the path to becoming Britain's greatest secret agent – and we want the world to know about it. Jot down the code you're given after completing the demo and register it on Konami's KCEJ website. We'd love to see a PSM2 gamer with their name up in lights, towering above global competition. We'll be offering a MIGHTY prize for the best entry from a PSM2 reader. The full details are on pg106. Who knows, one of you might become the world's greatest *MGS2* player.

THE SECRET AGENT CHALLENGE

To separate the Ethan Hunts from the Danger Mice, we've split the challenges into three difficulty levels. Easy challenges are bread-and-butter tasks for *MGS2* novices, Intermediate tasks are designed to stretch developing players, while Advanced challenges are hard-core covert operations for veterans. Tick off each objective as you complete it, and compare your score with our agent ranking table on pg105. Are you a Wobbly Sloth or Solid Snake? Grab those lucky smokes, it's time to find out...

EASY

1 HEAD SHOT

From behind the storage containers where Snake begins the game, target the patrolling guard on the gantry directly above. He's got to go down first time with a head shot. Sounds easy – but the rain makes things tricky.

2 HOSTAGE SITUATION

If you've tripped the alarm, try to escape using a hostage. As the enemy flood in, run behind the nearest guard and capture him in a choke hold. His cohorts will be reluctant to shoot, giving you the chance to slope out of the room. If you break his neck, you fail.

3 LEMON CRUSH

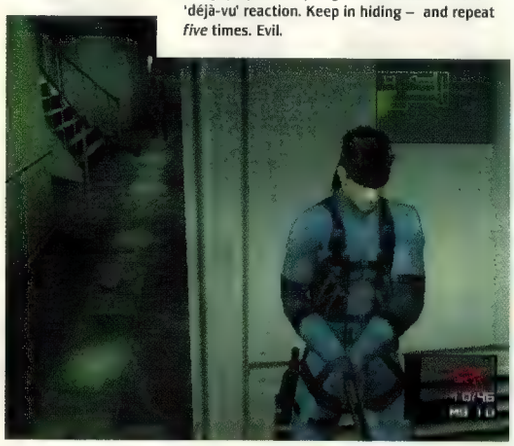
Deliberately alert the guard in the pantry room where you find the dry cardboard box. As his mates pile in, set up camp behind the food shelves and prepare for a gun fight. You're not allowed to leave until the lemons come tumbling out of the box above.

4 HOLD 'EM UP

Duck down the steps past the bar room. Hold up the guard from behind and when he raises his arms, race over to face him head on. If you're quick enough, he won't have time to react.

5 THE THREE STOOGES

Pause at the entrance to the bar, and tranq the guard by the steps. His mate will kick him awake. As soon as this guard turns away, tranq the guy by the steps again – and wait for the 'déjà-vu' reaction. Keep in hiding – and repeat *five* times. Evil.



KEY

- BLOODY
- CRUEL
- STEALTHY
- GENIUS
- CHEEKY
- TOUGH
- EXPLOSIVE
- LENGTHY

6 RUSSIAN ROULETTE

A two-player challenge. Look away while a mate hides a dead guard in one of the lockers. Take the controls back, and open one of the lockers – if the guard is inside, you lose. Hand back the controls and repeat. Our record is six consecutive empty locker openings.

7 BOTTLE SMASH

Simple. You've got to smash every bottle in the bar room. But what's the least number of shots you can do it in? Give yourself a head start by lobbing a grenade, and picking off the remnants. Like taking spares in bowling. Honest.

INTERMEDIATE

8 SUPERMARKET SWEEP

The world of *MGS2* is filled with unofficial household brands, like familiar makes of tomato ketchup and whiskey. Obviously, Kojima hasn't used their real names, so that's where you come in. Glide through the game with your M9 price gun, and identify five familiar brands.

9 WORK OF DART

Harness your inner Picasso by writing your initials in tranquilliser darts on an unconscious guard's body. If you were named after the members of England's 1966 football squad, this might take some time. It took us 43 darts to scribble an illegible PSM2. Eek.

10 FATAL DISTRACTION – ON YOUR DVD

Tranq a guard and dump him behind the bar, then stand the other side of the table and wait. When he wakes up, shoot one of the bottles behind him. He'll turn in puzzlement, oblivious to your actions. Alternate shots between the left and right – he'll be twisting like a metronome. Yes.

11 LIVING IN A BOX – ON YOUR DVD

Knock out four guards and pile them up like a bonfire. Then activate the cardboard box and sit on top of them. Risky, eh? When the guards start waking up, you've got to tip-toe out of the room undetected *with a box on your head*. Ho ho.

12 RADIO GA-GA

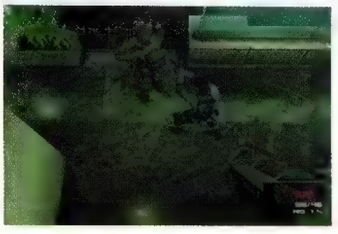
Target a guard from a safe position and shoot *directly* at his radio – it's on his hip. If you've got it right, a little spark will appear. Then walk directly in front of him. The guard will reach for his radio and start to panic. This is a good time to shoot him in the nose.

13 KNOCK AND RUN – ON YOUR DVD

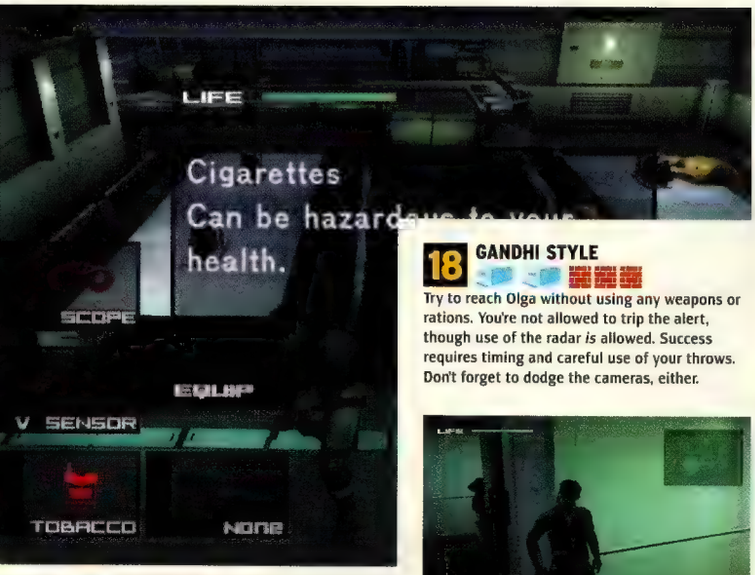
Take an unconscious guard and heave him into a locker in the locker room. Leave him stewing until there's only one 'Z' above his head, then start kicking and punching the door until it comes off its hinges. You've got to run away before he sees you, or threatens to tell your Dad.

14 SHAKEDOWN THREE – ON YOUR DVD

Knock out three guards and line them up in front of you like an interview panel. All being well, they'll wake up at roughly the same time. You've got to hold up all three guards simultaneously by running the target over their faces. Sound easy? Try it.



ADVANCED



15 COLLECT EVERYTHING

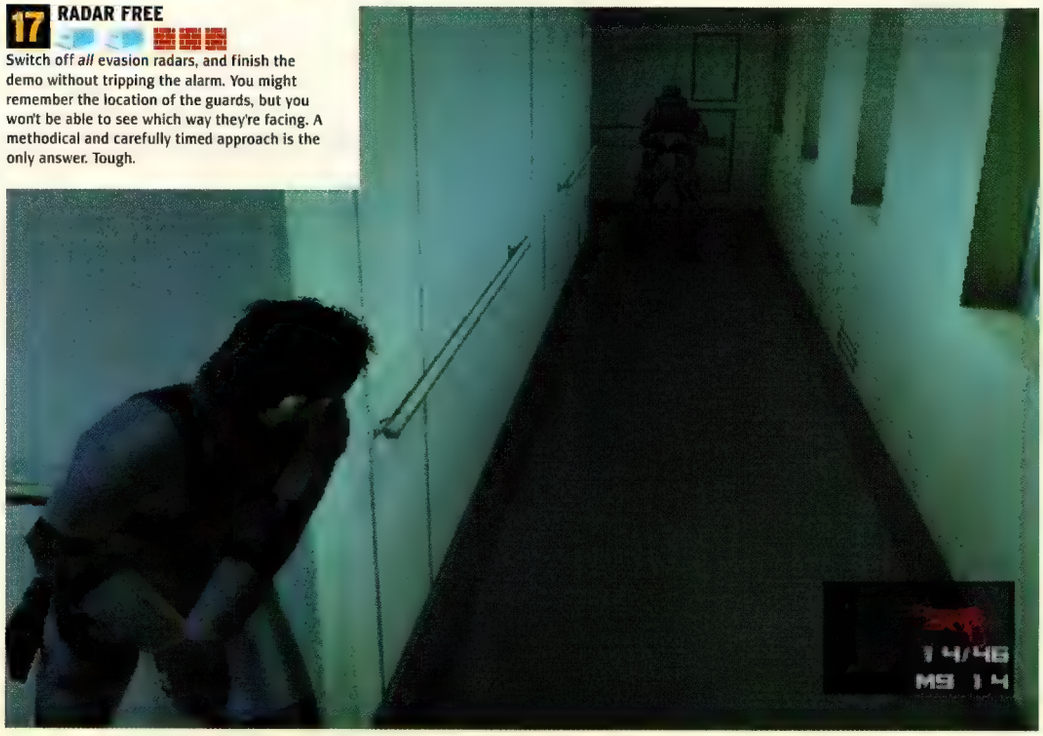
Yes, *Everything*. All the USP bullets and every last bandage. The regenerating bullets from the fight with Olga don't count. Just visit each location once and pick up all there is on offer. You'll have to search the level thoroughly.

16 PLACE YOUR BETS

Tranquillise two guards and lay them out side-by-side. Then shoot both guards in the knees with the USP. Retreat to a safe distance and wait. You've got to guess which guard will limp to the other side of the room first – try it in the bar room corridor for maximum effect. Sick.

17 RADAR FREE

Switch off *all* evasion radars, and finish the demo without tripping the alarm. You might remember the location of the guards, but you won't be able to see which way they're facing. A methodical and carefully timed approach is the only answer. Tough.



18 GANDHI STYLE

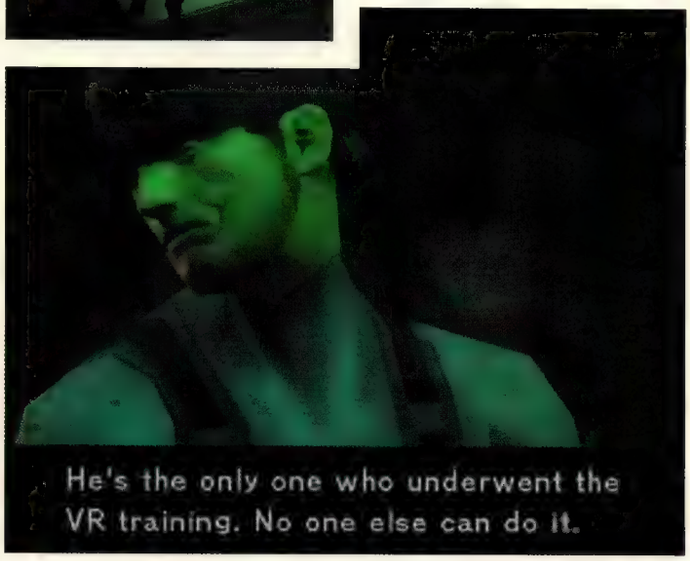
Try to reach Olga without using any weapons or rations. You're not allowed to trip the alert, though use of the radar *is* allowed. Success requires timing and careful use of your throws. Don't forget to dodge the cameras, either.

19 FOUR SHOT KILL

Take out Olga using four USP shots *only*. It is possible, but every tranq needs to land smack on her face. There are moments when she's easier to target than others, so don't rush in and wait for your opening. Believe us, this is tough.

20 ULTIMATE CHALLENGE

This is the standard you'll require to top Konami's ranking leaderboard. Kill Olga in four shots, tripping no alarms, in under 1 min 40 seconds. *Gumph*. This would put you in the global top ten, though the standard will've improved by the time you read this. Get to it.



›HOW GOOD ARE YOU? 175

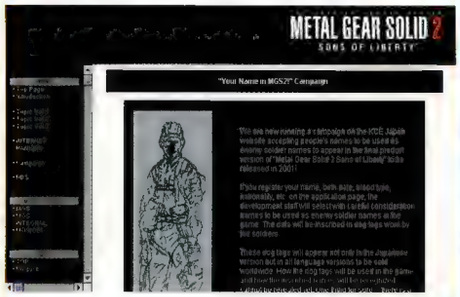
AGENT RANKINGS

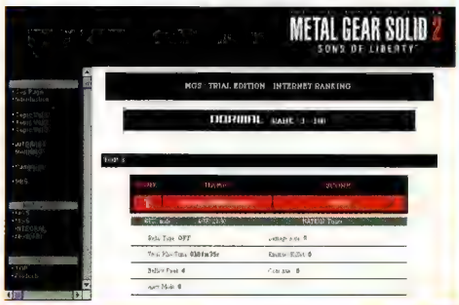
1 **Turgid Amoeba**
They have one cell, wibble and die. Like you.
2 **Wobbly Sloth**
Lazy and inexcusable.
3 **Flaccid Rat**
Life in a crapulent sewer.
4 **Limp Locust**
You look hard, but freeze under pressure.
5 **Startled Moose**
The lights are on, but you're not home...
6 **Sponge Armadillo**
At best, an aggressive bathing aid.
7 **Day-glo Plankton**
Pleasant but pointless.
8 **Hand-made Hedgehog**
Skilful and naff. That's you.
9 **China Rhino**
Fearsome. Fragile. Flawed.
10 **Cloth Vulture**
An aviary of cuddly aggression.
11 **Illogical Dolphin**
So brainy, you click and squeak.
12 **Infra Red Beetle**
A creature of the shadows.
13 **Zinc Cockroach**
Explosive and gently repulsive.
14 **Felt Hyena**
Smooth, swift, successful.
15 **Boozy Unicorn**
Mythical and mercurial.
16 **Chocolate Lion**
Creamy and cat-like.
17 **Humungous Dragon**
You're on fire...
18 **Caffeine Tiger**
Set to explode.
19 **Solid Snake**
The original bad-ass.
20 **URANIUM COBRA**
Swift. Deadly. Otacon will be in touch.

WIN!
THE UK'S FIRST FINISHED PAL COPY OF MGS2
TURN THE PAGE FOR DETAILS!

OFFICIAL RANKINGS

Konami's website gives you he chance to have your name in the completed *MGS2*. It's also the gateway to your chance to win an unbelievable prize with PSM2. The URL's on pg103.





COMPO!

WIN AN INCREDIBLE PSM2 EXCLUSIVE PRIZE!

EXCLUSIVE METAL GEAR SOLID 2 COMPO!

Artist's impression – not the real thing!

PRIZES!
The UK's first full Metal Gear Solid 2 game!
Metal Gear Solid Limited Edition Pack signed by Kojima!

1ST PRIZE!
The UK's first MGS2 and a signed, limited edition MGS box set!

Be the FIRST person in the UK to own a finished PAL copy of *MGS2*. Yes, a FINISHED copy of the most eagerly anticipated game in history!

Yes, you read it right. If you can top our *MGS2* rankings leaderboard you'll win the first copy of the finished game in the UK – a full week before it hits the shops. How jealous would you mates be? Pretty feverish with jealousy we'd guess. Either way, you'll be the first gamer to tackle Kojima's masterpiece. Just imagine finishing *MGS2* before it's even hit the shops... hmmm. Now, stop imagining and start believing. If you can complete the *MGS2* demo with the best clearance code of any PSM2 reader, the game is yours. All you have to do is type the PSM2 initials after your name when you register the score on the KCEJ website. Then complete and send the entry form below. It's that easy.

AND THERE'S MORE

The top three players will receive an exclusive *MGS* boxed set for PSone, signed by Hideo Kojima himself. Even if you own the original title, this prize simply cannot be missed.

RULES

Play the demo on the default setting – Normal difficulty level and radar type 2. There's no need to show off by turning off the radar and playing on Very Hard

Enter your clear code at:

http://www.konami.co.jp/kcej/products/mgs2/mgs2_t_IR/index_e.html

Then jot down your current ranking and details, as listed in the entry form below.

The competition begins immediately, ending in PSM2#17. The closing date is **Tuesday 6th November, 2001**

Konami've already found dishonest clear codes on their Internet rankings table. We're not sure how these people are cheating, but someone's obviously tried to guess how the code system works. Hideo Kojima and his staff are incredibly disappointed and have expelled those concerned from the compo. We know PSM2 readers wouldn't stoop to such depths, but we have to mention it.

RUNNERS UP
Second and third prizes each win a limited edition signed MGS box set!

METAL GEAR SOLID 2 COMPETITION

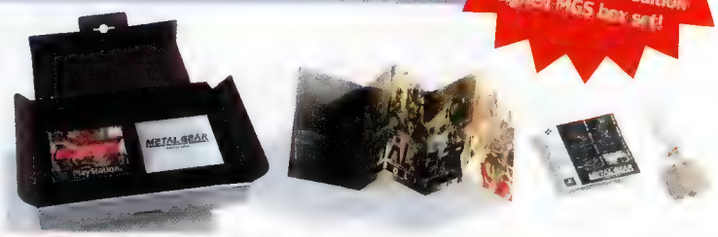
1) The closing date for the competition is **Tuesday 6th November, 2001**. Any entries received after this date will be excluded from the competition.

2) The Editor's decision is final.

3) No correspondence will be entered into.

4) Any bogus or falsified entries will be expelled from the competition. Konami know a genuine code and time when they see it. And so do we.

Name .....
Address .....
.....
.....
..... **Age** .....
Completion code .....
Ranking .....
Time .....
Shots Fired .....
Difficulty Level – Normal .....
Radar Type – Type 2 .....
Alert mode .....
Damage Rate .....
Continues .....
Name registered on KCEJ website (e.g. Dave Jones – PSM2) .....



PLUS SEND US A VIDEO

Make a recording of your fastest run through *MGS2*, and send it to us at *MGS2 DEMO VIDEO*. We'll be posting the fastest runs on our DVD, with your name plastered all over the screen. Furthermore, we welcome any footage of bizarre details from the demo that we might've missed, or genius moments of skill you were particularly proud of. We'll round them up and stick those on the DVD too.

Send your completed competition form to: Metal Gear Solid 2 Challenge, PSM2, Future Publishing, 30 Monmouth St, Bath BA1 2BW.

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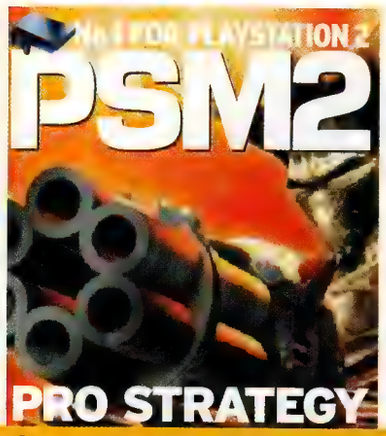
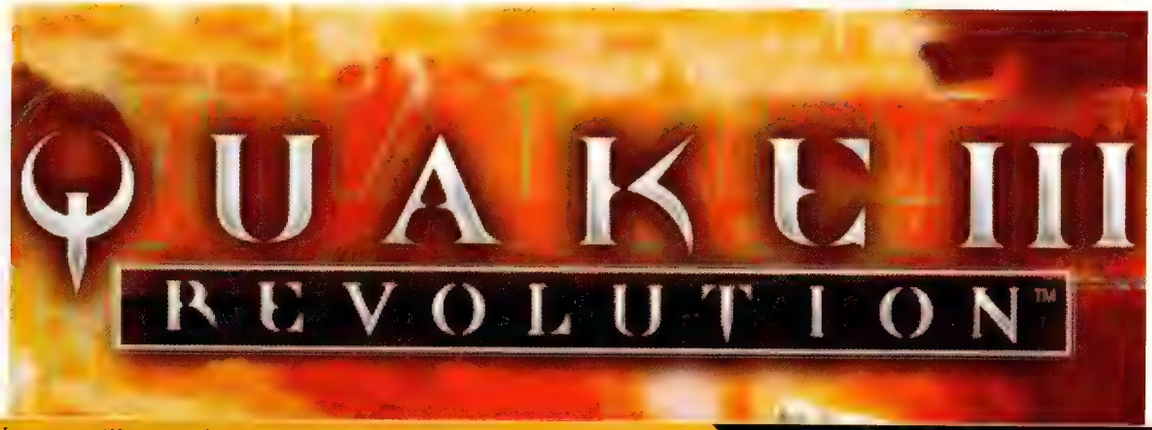




If you want to be *invincible*, you'll need our indispensable guide to frag-mastery, prised from the cold, dead fingers of developers, Bullfrog.

DEVELOPER Bullfrog
PUBLISHER EA
GAME TYPE First-person shooter

THE AIM OF THE GAME

The plot? Well, many centuries ago the infernal *Quake* arena was constructed by the Vadrigar, a dark and mysterious race, for brutal gladiatorial combat... but, God alive, who cares? *Quake 3 Revolution* is about shooting people – and that's it. If you kill enough people you get to fight Xaero, Lord of the Final Arena – though we'd be just as happy fighting The Flumps. If you like comedy violence and enjoy a challenge, you'll love *Quake 3 Revolution*.

THE CAMPAIGN MODE

The single-player game is a 27 level trawl through the tournament dungeons, which invariably involve shooting a certain amount of people in a set time. Your choice of character is quite important, as their attributes will affect your style of play. Either way, a selection of 12 weapons are up for grabs on a first-to-steal basis. Know the arena, know thy enemy.

THE KEY GAMES

When you're not shooting people down in Deathmatch-stylee, you'll be chasing around for flags. Yes, *flags*. We wanted cars, but cloth on a stick is always popular with first-person shooters. You've either got to pick up the flag and keep it on an each-man-for-himself basis – that's Possession mode – or play as part of a team and try to return the flag to your base. Guess what? You'll be shooting things too.

›QUAKE EXPECTATIONS

KEY SKILLS

If you've played *TimeSplitters*, you'll know the basics of first-person shooters – let *Quake* take them to the next level. To become God-like, you'll need the steady hand of Jocky Wilson, twinned with the busy feet of Lionel Blair.

1 KEEP MOVING

Don't just sit in a corner – it's cowardly and you'll take more hits. Skilled *Quake* players will flit around a level like a lightly-buttered gazelle. Remember, you can't draw a bead on someone's shadow.

2 RECONFIGURE

Experiment with the controller configurations until you find one that suits you best. As your skills improve, you can increase the sensitivity settings to reduce your response time.

3 PLAY THE ODDS

Don't get consumed with bravado – pick up health and armour power-ups whenever possible. If there're two health packs on screen, always nab the closest – you might get fragged before you reach the next one. This might appear a touch obvious, but it's true.

4 PLAY HARD

If in doubt – wade into the action with all guns blazing. It might be safer to hide in the shadows and snipe, but you can get more kills by facing opponents head on. With a full energy bar and decent weapon, you'll *usually* walk away with most of your limbs intact.

5 SMASH AND GRAB

Conversely, don't be afraid to run away if you're taking a hammering. You won't last long with low health and a poor weapon. Discretion is the better part of valour – even if it is a bit weedy.

6 NAIL THE REWARDS

When playing in Campaign mode, try to meet some of the Reward Requirements for each arena. These will give you extra items to use during your first life on the next level. Skilled players can clean up on the easier first arenas, simply by working hard for the next.

7 NO MERCY

Be cowardly but calculating. Wait for your opponents to respawn, and attack them before they get a chance to collect a power-up. If you find yourself on the receiving end of this despicable tactic, try some reverse psychology – tell your mates it's cheating and start crying. As they turn away, hit them with a rocket. Yes.

8 MANUAL AIMING

Expert players should play without the auto-aim. The manual controls allow you to target a foe precisely and strafe across their position. In the PC version, this is the only way to play.

›UP THE ARSENAL

THE WEAPONS

Make sure you know where to find your favourite and remember – the auto-aim feature makes rapid-firing weapons even more accurate.

GAUNTLET
Handy in confined areas against a weakened enemy, but rubbish at any sort of range – you might as well be waving a lollipop. If an enemy attacks you with it, back away, laugh, and keep firing.

SHOTGUN
A devastating weapon at close range *only*. It doesn't fire very rapidly so aim your shots carefully.

MACHINE-GUN
This is your default weapon, and quite effective with auto-aim switched on. Other weapons should be your priority when you respawn, so consider this a sensible back-up.

PROXIMITY MINE-LAUNCHER
Place the mines where your enemies are likely to visit – but don't forget where or you might take damage too. Evil players should place mines near the weapon or item spawn points.

ROCKET-LAUNCHER
This weapon can cause effective splash damage if fired into the ground near a target. Another key skill is the Rocket Jump. To do this, look straight down and fire into the ground just after pressing the jump button.

RAIL GUN
A hugely powerful weapon with poor reload times. Aim your shots carefully and keep your targets at distance. Excellent with auto-aim switched on.

LIGHTNING GUN
Great at medium to long range. Keep the fire button held down and adjust your aim so that the stream remains focused on the enemy.

PLASMA GUN
This is a rapid firing weapon with great range and a wide field of splash damage. Catch your opponent in a narrow corridor and they won't be able to avoid the goo – especially if auto-aim is turned on.

BFG-10K
A super-power rapid fire weapon. Perfect for any situation, but difficult to find – let your foes know when you've picked it up. The ultimate tool of destruction.

NAIL GUN
Similar to the shotgun, though its wider range makes it effective at medium distances. The slow reload speed hampers its use at long range.

GRENADE-LAUNCHER
The grenades bounce unpredictably, but are perfect for carpet bombing a group of foes. Aim downwards and the grenades should slide across the floor, making them difficult for enemies to see. Grenades can be bounced around corners to hit enemies off-screen, and are lethal in confined spaces. Just don't wade in until all the shells have gone off.

CHAIN GUN
Great at short and medium distances due to its high-speed fire rate. Lethal with auto-aim on.

QUAKE 3 REVOLUTION

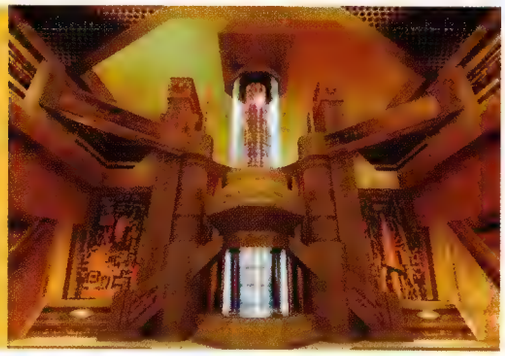
›TEACH 'EM A LESSON

CAMPAIGN GUIDE

Like London cabbies, *Quake* veterans have 'the knowledge'. They know every trick to get the job done. To fast track *your* education, we plied the programmers of the PS2 version with Malibu and hammers, until they revealed *Quake's* darkest secrets. Sit back and drink in PSM2's heady guide to Campaign glory.

TIER 1

TUTORIAL

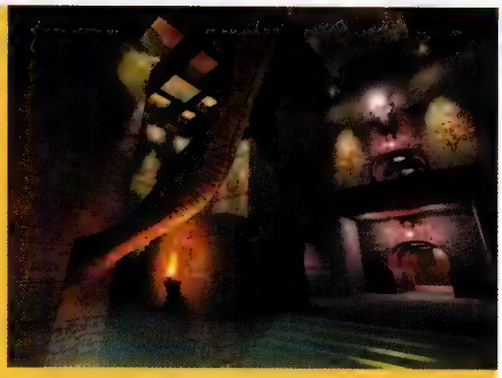


FRAGS: 3
TIME: 15 mins
OPPONENTS: Crash
The first room is free from danger, so pick up *everything* before going through the doors to fight Crash. Keep moving from one side of the arena to the other, and you can kill her as soon as she respawns. Next!

ARENA GATE

FRAGS: 5
TIME: 10 mins
OPPONENTS: Ranger
The complex scenery is scattered with armour – so stock up. With quick movements you should be able to pick off Ranger as he respawns. To pick him off from distance, enter the courtyard and aim your rocket towards the floor near the health icon under the walkway. A quick shot will nail Ranger as he walks by.

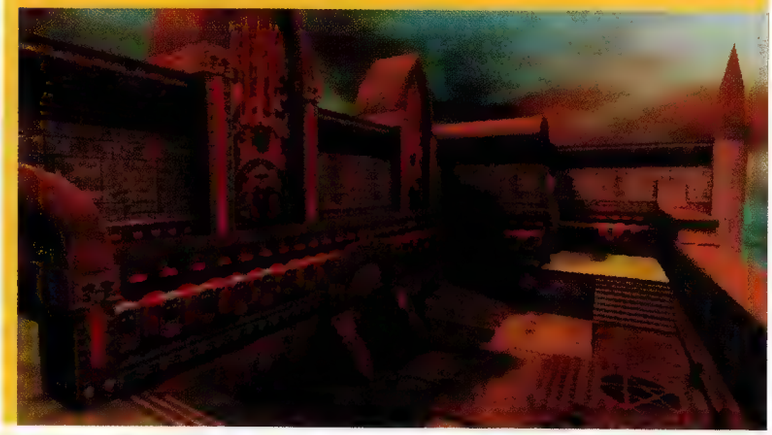
PLACES OF MANY DEATHS



FRAGS: N/A
TIME: 10 mins
OPPONENTS: Krusade, Bitterman, Grunt
POSSESSION TIME: 60 seconds
As soon as the game starts run backwards to collect the armour, then leg it forwards towards the flag room. If an opponent has already snagged the flag, concentrate your fire on them. Once you have the flag, stop fighting and run around the arena's perimeter to collect the health packs – or head up the stairs to collect the Mega Health. From this area, you'll be able to see opponents coming, particularly Grunt.

HOUSE OF PAIN

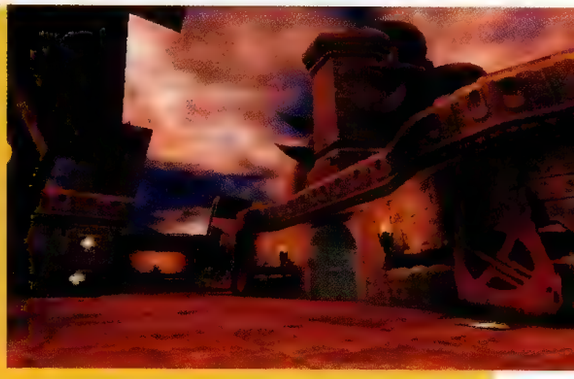
FRAGS: 10
TIME: 10 mins
OPPONENTS: Phobos, Hunter
Time is against you, so collect the Haste power-up. To get the Double Damage power-up behind the gate, wait nearby until your opponents activate the switch outside. If you want to activate the switch yourself, you'll need Haste as the gate closes quickly. For the best vantage point, bag a Plasma Gun and stay near the Haste and Double Damage items.



POWER STATION 0218

FRAGS: 10
TIME: 15 mins
OPPONENTS: Grunt
Grunt can attack from any direction, so don't let him get the Quad Damage power-up. Use the rocket-launcher when attacking in corridors, if you miss, the splash damage will still hurt him. This is a flat arena, so turn off auto-centering and aim the rocket to the floor beneath your opponent.

HERO'S ODYSSEY



FRAGS: 3
TIME: 15 mins
OPPONENTS: Crash
FRAGS: 3 kills each opponent
TIME: 15 mins
OPPONENTS: Hunter, Bitterman, Phobos
PLAYER LIVES: 10
This is a three stage arena. Use the first stage to build up your armour, and the second to nab the invulnerability item from the archway by the edge of the arena. If you can get the Quad Damage when Bitterman is on his last life, you'll still have it when you reach the third stage for the fight with Phobos.

›WHO'S THE MAN?

CHARACTER SECRETS

Choose a *Quake 3 Revolution* character that strikes a balance and suits your strengths and weaknesses:
If you keep dying soon after the arena starts, you should choose characters that start with the most health – like Daemia or Anarki.
If you're not doing enough damage to your opponents, try the hard hitters like Klesk or Sarge.
If you keep running into walls, try a slower character like Doom, if not try the faster Anarki or Klesk.

SARGE AND DILEMMA

The best all-round players. Sarge has a little more fire-power – particularly with the splash damage weapons – but Dilemma has more health and impact resistance.

SARGE	Default	Tier 2	Tier 3	Tier 4	Tier 5
Health	105	110	115	120	125
Armour	100	105	110	115	120

DILEMMA	Default	Tier 2	Tier 3	Tier 4	Tier 5
Health	115	120	125	130	135
Armour	95	100	105	110	115

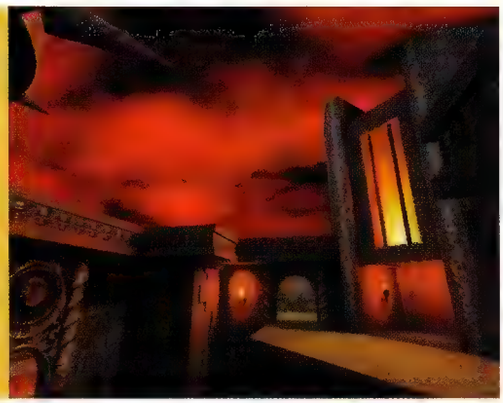
›HARDER AND FASTER

LEVEL UP

Once you've breezed through Tier 2, things get considerably more hectic, as the frags go up and the time goes down. This is the place to put what you've learned from the gentle introduction of Tier 1 to the test. Watch out for the red fog in Hell's Gate – one slip and you'll be choking your last before you've fired a shot.

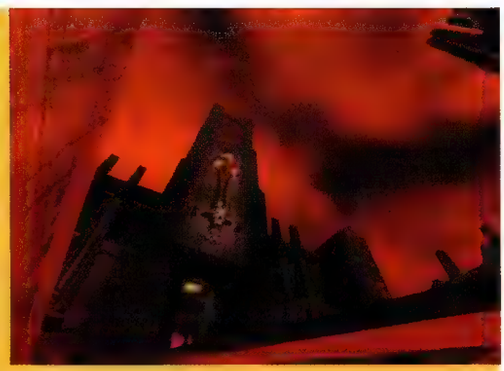
TIER 2

ARENA OF DEATH



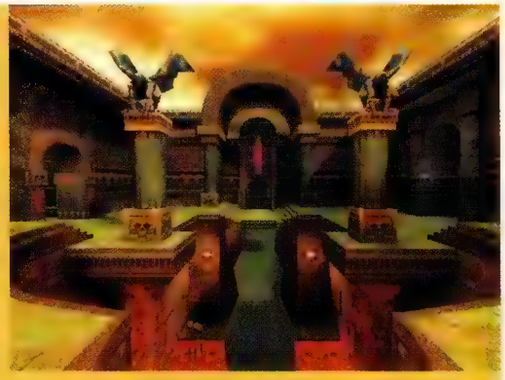
FRAGS: 15
TIME: 10 mins
OPPONENTS: Hunter, Orbb
The chaingun is fantastic for picking off your foes at range, so keep it stocked with ammo. Orbb is shorter than Hunter, and much easier to kill once you've become used to aiming at his lower position.

HELL'S GATE



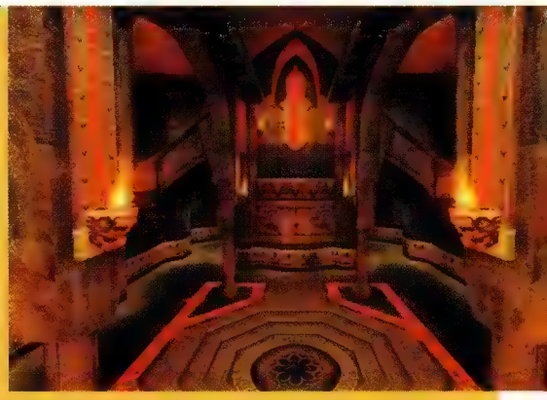
FRAGS: 20
TIME: 10 mins
OPPONENTS: Grunt, Wrack
The red fog will kill on contact. Minimise the risk by avoiding the sloping walkways altogether, and stay around the areas at each end of the arena. Though powerful, the rail gun may not be the best choice for this arena if your accuracy isn't good. Grunt, however, is lethal with the same weapon.

TEMPLE OF RETRIBUTION



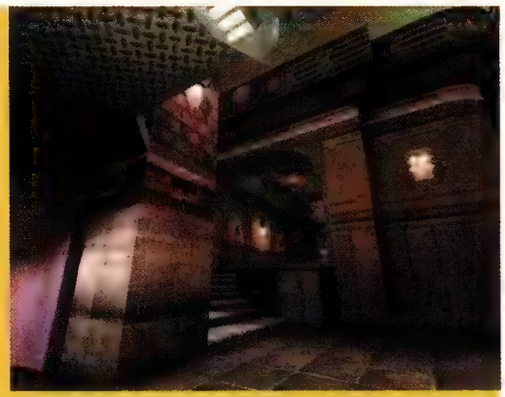
FRAGS: 15
TIME: 10 mins
OPPONENTS: Hossman, Wrack, Slash, Orbb
Most of the fighting occurs in the area near the rocket-launcher, so build up your character's arsenal and wade in for some quick multiple kills – Quad Damage makes this even easier. To reach the secret area, hit the switch in the enclosed area above the stairs by the personal teleporter, to open up the grating on the floor. If you have good rail gun accuracy, stay near the Quad Damage spawn point for some easy kills.

BRIMSTONE ABBEY



FRAGS: N/A
TIME: 10 mins
OPPONENTS: Gorre, Slash, Hossman
CAPTURE LIMIT: 5
The neutral flag is on a platform in the central room, so use the angled jump pad to get to it. Once you've got the flag, go left out of the room, past the Mega Health and towards your base at the top of the winding stairs. Don't fight your opponents unless they block your path. If you die, the flag stays where you left it.

THE FORGOTTEN PLACE



FRAGS: 3 for each opponent
TIME: 10 mins
OPPONENTS: Hunter, Orbb, Wrack, Hossman, Slash, Gorre
PLAYER LIVES: 10
Look for a damaged section of wall in the corridor area, and shoot it to open a secret area – Armour, Mega Health and Kamikaze power-ups lurk inside. Use the Kamikaze when you're low on health and surrounded by opponents. The blast will kill you but should take out weaker players like Orbb and Hossman. If you die without using the Kamikaze, it will explode a few seconds later – so leave your remains alone.

DOOM

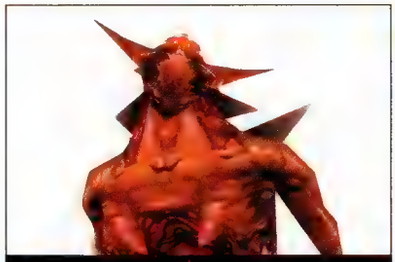
A walking tank. He can carry the most power-ups, and it takes a lot of lava to hurt him. Naturally, he's a little slow and only useful for close-range players.

DOOM	Default	Tier 2	Tier 3	Tier 4	Tier 5
Health	95	100	105	110	115
Armour	115	120	125	130	135

ANARKI

Anarki, on the other hand, is all about speed. He shoots fastest, runs fastest and jumps highest. He can survive big falls, as the lava melts his hoverboard before it hurts him. One for the hit-and-run player.

ANARKI	Default	Tier 2	Tier 3	Tier 4	Tier 5
Health	110	115	120	125	130
Armour	100	105	110	115	120



KLESK

Klesk has the potential to inflict the most damage per shot, and has strong body armour. This combination makes him perfect for mid to long distance combat. Fortunately, if Klesk starts running low on armour, he's fast enough to run away.

KLESK	Default	Tier 2	Tier 3	Tier 4	Tier 5
Health	90	95	100	105	110
Armour	105	110	115	120	125

KNOW MORE...

Bullfrog's Campaign masterclass concludes next month, with every juicy secret for tiers three, four and five of *Quake 3 Revolution*. Plus, we'll exclusively reveal the sneakiest, most useful multi-player tactics from the *Quake* elite. Prepare the BFG...

Shadow of Memories

More confusing than trying to solve a Rubik's cube while making sense of Twelve Monkeys – let PSM2 guide you through the final chapters.

DEVELOPER KCET
PUBLISHER Konami
GAME TYPE Adventure

SAVE YOURSELF

In the later chapters, the murderer gets ever more desperate to bump you off, until he finally makes a mistake and you catch him at it. For those who still don't know what's happening, though, we've thoughtfully provided a bluffer's guide to the entire plot in one mind-unravelling go.

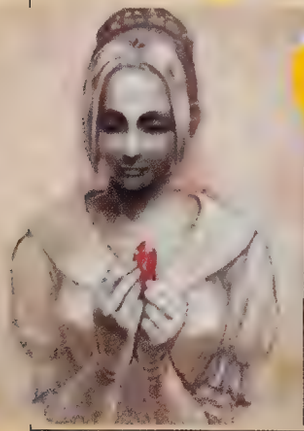
PSM2 SPOILER ALERT
The 'What's Going On?' box at the bottom of the page completely ruins the game – don't read it unless you're stuck or never going to play it.

THE AIM OF THE GAME

Here, we present the second part of our comprehensive guide to *Shadow of Memories* – and it all gets a bit brain-twisting. It's hardly surprising really, when you consider the amount of mucking about with the space-time continuum we've done. To get the full picture about what's going on, you're going to have to complete the last few chapters six times. Some endings are heartbreaking, others are heart-warming, and at least one's guaranteed to surprise you.

IT'S IN THE TIMING

Certain events will have repercussions later in the game – for instance, you can choose whether or not to save Dr Eckhart's wife – but it's only in Chapter Five that you actually start to affect the course of the ending. Pay attention, as we unravel the mysteries of time...

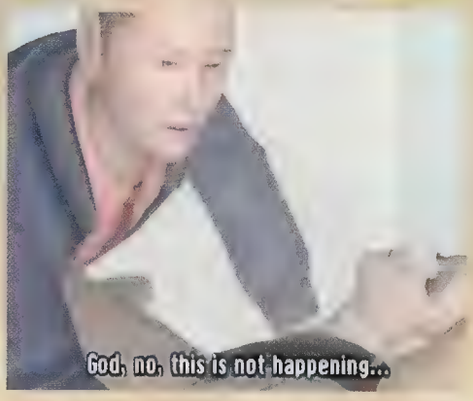


PSM2 TOP TIP!
To get the elusive 100% completion rating, you'll have to talk to everybody as many times as possible. Not much point, mind.

CHAPTER 5

MURDER METHOD: Poisoning

Go to the Bar Zum Ei, and you'll get poisoned. When you come back to life, time-jump to the 1800s. Find Mr Brum outside his house, then point out that his place would make a really nice library. Back in the present, go in the house and into the library room on the first floor. Read the book about the medicines, and time travel to the Middle Ages. If you haven't already, get some scrap meat from the Butcher and feed it to the dog. Go to Margaret's house, get the key, and travel to earlier that week. Unlock the lab door and go down to talk to Dr Wagner. Now leave, and Margaret'll give you the antidote. Go back to the present, and use the antidote as the timer kicks in.



CHAPTER 6

MURDER METHOD: Hit-and-run driving

After the short cut-scene, run to the gate and get the time juice. Get mashed by a car. When you're revived, go to the Cold Day in the '80s. When Oleg asks you for your ideas on his movie, choose time-travel as the theme. Apart from that, you can experiment with the motivation and twist – it'll change the look of the poster. After he gives you the watch, make sure you have at least four vials of time juice. After you collect them, run to the Covered Pass near the mansion. Eckhart's wife is there. Time-travel to before the shooting, then find her. No matter what you choose, she'll ignore you, and you'll be blamed for her death. Now you can either time-travel to the present and not get killed because of the large crowd, or you can travel to before the shooting again, and this time run after Eckhart's wife to make sure she isn't killed.

This'll let you access a new cut-scene later on, and Eckhart won't be such a bitter man, but it won't affect the ending you get. Now jump to the future and the crowd of excitable girls'll convince the murderer to retreat.

CHAPTER 7

MURDER METHOD: Pushed off tower.

After the phone call, go to the top of the mansion tower, then wander around the edge until you get splattered across the pavement. When you come back, go to the night before and try to enter the tower. After finding it locked, travel to the 1800s. Get the key from the box in the living room, and then walk around in the garden-type area, checking the doors. Try to go upstairs, then leave the house. Go in the tower in this era and grab the new rope from the top room. Travel to the night before, go to the top of the tower and tie the rope to where you fell from. Go to the present, then run to where you tied the rope, and grab it – you'll fall off but manage to save yourself. Then go back down to the second door, and it'll turn out that... *Eckhart's* the murderer.

CHAPTER 8

MURDER METHOD: None. Smart!

No-one's trying to kill you this time, but you're looking for Dana and the Red Stone. Go to the Middle Ages and run to the photo shop. Dana will talk with you. At this point, what you do and what ending you find is up to you. Cast your eyes across the page to our handy flowchart for details.

WHAT'S GOING ON?

If there's one thing that Back To The Future 2 taught us, it's that thinking too hard about the intricacies of time-travel's almost certain to give you a brain embolism. Not convinced? Very well. Pay attention, as we blow up your head with our 30-second plot synopsis of Eike's life. Use a mirror to reveal the filthy truth ...

Eike Rusch is actually Dr Wagner, a 16th century alchemist who invented an artificial being called Homonculous but neglected his wife to the point where she died and his own son was so desperate for revenge that he built a time machine to pursue his own father to the future. His daughter, Margaret Wagner, was supposed to marry the city's Squire but was switched at birth with the baby of Dr Eckhart, a descendant of the same Squire – which actually makes Dana Eike's daughter, and explains why she's so unconfortable in the 20th century. Oh, and Eike's got amnesia, so he doesn't know any of this. Cyaaah. Happy?

UNTIL THE END OF TIME

Here you'll find a guide to getting every ending in the game. Want to bring Dana back from medieval peasantry? Easy. Want to get rid of Homonculous for good? Look no further. Having trouble saving Hugo – ungrateful little scamp that he is? Forget 'im...

PSM2 SPOILER ALERT
The endings on this page are marked with the letters they're known by in the game. They'll ruin the surprise, though.

MARGARET (START)

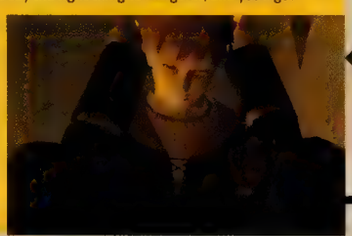
During Chapter Five, Margaret gets all flirty and then mentions that you remind her of someone. You're given the option to tell her that she's an ancestor of yours, and a quick burst of pad vibration to warn you that you're about to change the future. What you decide here affects the endings you'll be able to access later on.

DON'T TELL HER

TELL HER

THE FINAL CHAPTER

If you told Margaret she was related to you, Dana will never return to the 20th century. At this point, you've got three options option to you. Complete two tasks in a certain order and say the right thing to Margaret, and you'll get ending A. Do the same again, but change the order, and you'll get ending B1. Complete only one task, and you'll get ending B2. Mess them both up, and you'll have to take a different path to ending C.



DANA

If you didn't tell Margaret, then Dana won't feel so at home in the past, and you've got the chance to convince her to come home. To bring her back to the future:

1. Ask her to return with you in Chapter Eight
2. Immediately transfer to 2001
3. Go to the Cafe and get the note under the door
4. Return to 1584
5. Find Dana next to the City Hall

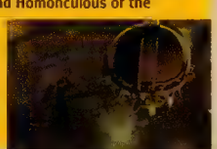
THE FORTUNE TELLER

To complete the first task, simply visit the Fortune Teller in 2001 after seeing the event in the square. You'll learn that the Fortune Teller is actually the resurrected spirit of Hugo's mum.
NOTE: Find Homonculous first to get ending A – or visit the Fortune Teller first for ending B1.

MISS HER

THE DESTROYED LAB

If you return to Dr Wagner's lab at the end of Chapter Eight, you'll be able to finish the game there. If you've found Homonculous or the Fortune Teller, though, the lab will be empty and you won't be able to get this ending.



D THE SURPRISING ONE

Eike burns Dr Wagner's notes, and it turns out that Homonculous cursed Wagner with the curse of eternal youth and wiped his memory – *Wagner is Eike*.

E THE 'HAPPY' ONE

Margaret gives Eike a slap and cries until Hugo gives up on the time-travel business. Dana and Eike have a happy life in the present. Pah.

HOMONCULOUS

In order to find Homonculous, travel to 1980, and head south from the square through the alley. Go down the flight of stairs and continue south through the narrow alley. You will reach an area with a small park, and Homonculous will be lying under a tree in the snow.

MISS HIM

C THE DEPRESSING ONE

Young Hugo grabs Old Hugo when Eike goes back to the past to burn the notes. Margaret collapses. Eike comes back to the future and is killed by a drunk driver. Talk about bad luck, eh?

THE EXTRA CHAPTER

After completing every other ending using the Replay file, you'll be given the option to play the extended game. It's essentially a mini-chapter where the object is to save Mrs Wagner. A lot of it seems familiar, so we pick up after you've seen the boy outside the burning bar and spoken to the Fortune Teller...
Go to the Cafe, and get your lighter and the red stone. Go inside the burning bar, then time travel to 1580. When you see Margaret, use either the lighter or cellular phone, as before. Now you've got a choice:

Give the red stone to Dr Wagner, and Eike fades out as he heads for the Plaza.

Time-travel to the present, and Eike dies in the fire – then hits Homonculous with the stone.

Either way, someone looking a lot like Eike gets hit by a football in the present – the revenge of Hugo.

MARGARET (AGAIN)

Tell her to stay in the past, and you'll go to ending A. Ask her to come back with you to the future, and you'll find yourself in ending B2.

MISS HIM

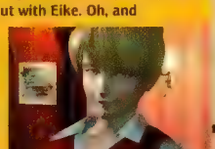
B2 THE CLEVER ONE

Eike discovers that the Fortune Teller is the ghost of Helena. He tells Hugo, who rushes into the building just before it collapses, killing him. Eike takes Margaret back to the past, then comes back to the present... and goes for a pint.

MARGARET GOES

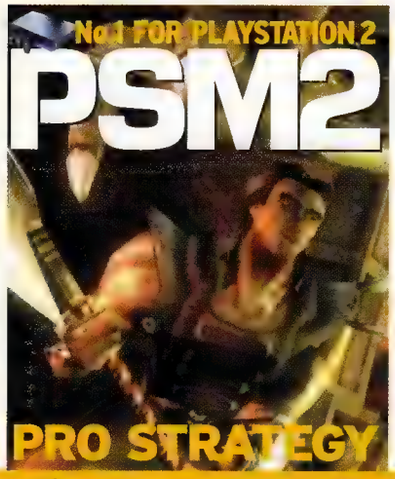
A THE EXCITING ONE

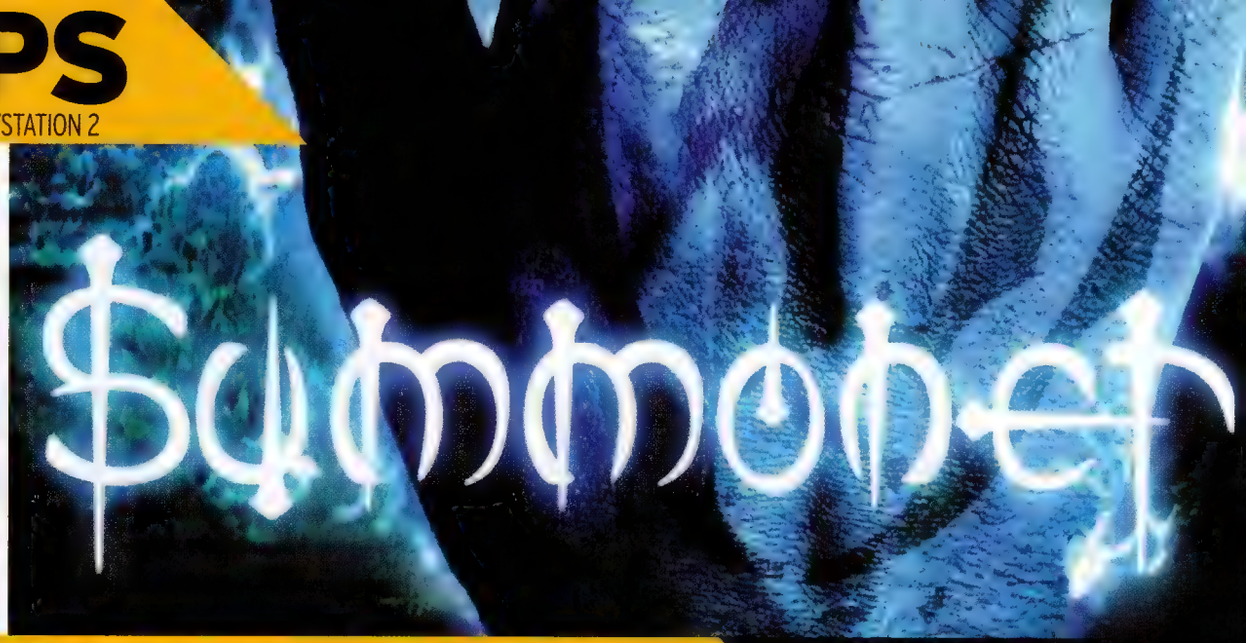
It turns out that Dana was really Dr Wagner's daughter, and Margaret was Mr Eckhart's daughter, as Homonculous switched them when they were babies. Homonculous, posing as Dr. Wagner, tricks everyone and kidnaps Hugo. Margaret stays in the present, is adopted by Mr Eckhart and goes out with Eike. Oh, and Homonculous dies when the digipad is broken and a shard of it hits him in his fragile skull.



B1 THE BORING ONE

Much like A, but this time, Eckhart stops Hugo, and Margaret and Hugo go back into the past. Eike goes for a pint.





Before you can start telling huge beasts to rip people's heads off, you're going to have to be nice. Here's the second part of PSM2's guide to helping folk...

DEVELOPER Volition
PUBLISHER THQ
GAME TYPE RPG

Summoner

THE AIM OF THE GAME

After destroying his village, flinging his ring down a well and swearing never to summon again, Joseph's starting to have a rethink. Mainly because everyone's trying to kill him. This issue, we're on to the final part of our guide to Summoner's mini-quests, which should make getting all those vital experience points much easier.

SUMMON TO WATCH OVER ME...

It's also time – at long last – to call on some huge monsters and get them to do your dirty work. As you progress through the later stages, summoning becomes increasingly important, so we're also providing you with a guide to how the system works and where you can find those rings.

COMPREHENSIVE GUIDE マルミマシニ

THE MINI QUESTS

Last issue's mini-quests were all fairly simple – killing people and recovering things, mainly – but in the later stages they become complicated multi-part affairs. Keep referring back to your quest journal to remind you what's going on.

SECRETS OF DAKHANIM

The Khosani Priestess, Ilaru, desires the secret of Nutengov's potion. The recipe's in Liangshan Forest, but it's written on a blank parchment. Near the end of the game, after you get the Ring Of Darkness, Ilaru will appear and tell you that she needs the Mirror of the Dakhanim. It's in the first tower of the Ionan Monastery. She'll then tell you that she needs three things to make the potion – the Skull of the Lord of Winter, the Heart of Udakar the Bull-Man, and the Gallbladder of a Blue Bactite. You can find all three in day or night encounters near the exit at the top of the mountain.

Rewards: 10,000 XP (Ilaru), 25,000 XP (Ilaru), 100,000 XP (Ilaru), Summoner Platemail.

THE GHOST OF IKAEMOS

The ghost of Munorus, counsellor of the Priest-King Apaset, haunts the ruins of Ikaemos. To put his soul at rest, you must find and bring to him the necklace of Queen Vaesura. It's on the left side of the huge ruin in the Ikaemos swamp.

Rewards: 1,000 XP

THE LORD OF LOGAROS

Avenge the Lord of Logaros, disgraced by Sir Horum of Roak, a supporter of Prince Sornehan. Sir Horum's next to the middle bridge leading to the Old City. Simply find him and kill him.

Rewards: 2,000 XP, Logaros Longsword

ADESLANI'S BROTHER

Help Adeslani find her brother Hargolus. He's hiding at the house of a friend in the Crown District. Adeslani will lead the way, but she needs your help getting past the sentries and patrols.

Solution: Just follow Adeslani and wipe out any enemies you encounter.

Rewards: 4,000 XP

THE EMPEROR'S DRAGON SCALES

In the Tower of Eleh, a slave named Xueli gives you the Green Dragon Scale. The Red Dragon Scale is located in the Wolong Caverns. The Blue Dragon Scale's held by Tathal the Wanderer – you'll find him in an encounter in the Orenian forest. The Gray Dragon Scale's in the Liangshan Forest. Give them to a man called Gongji.

Rewards: Dreadblade

THE FAMILY TRADITION

In Wolong, the widow Fangyin has given you an old coin and a locket. They belonged to her dead sons, and they must

ELEMENTAL AS ANYTHING

SUMMONING

Once you start acquiring rings, make a habit of always leaving one of them equipped – as you gain experience points, it'll go up in power, making harder creatures available. Summoning's the key to surviving the later stages of the game, but don't simply fling your beasts at the enemy – if they die, the HP it took for Joseph to summon them will be lost permanently. Also, be careful what you summon – although Joseph can be resurrected from death, it'll be tricky to do if his minotaur's rampaging around killing everyone else in the group. Here's our pick of the beasts...

PSM2 TOP TIP!
CLOTHING
By the time you reach Machival, you'll want to be wearing the Summoning gauntlets, chainmail and leggings.

THE BLOOD ELEMENTAL

Excellent in Melee combat, but also handy with Vitalize and Fireball spells. You might find that, being so handy, he's tricky to summon.

THE JADE GOLEM

Strong against most attacks and invulnerable to piercing weapons, the impressive Jade Golem's always handy in fierce Melee combat.

THE WRAITH

An undead spirit with attachments to the mortal world. Most effective when using the Power Leech attack, which drains energy from its unlucky opponent.

THE BLUE IMP

Not a particularly strong creature, but good at a distance – it's one of the few creatures that you call up which is able to cast spells on its own initiative.

be brought to the cemetery in Liangshan. Talk to the Oni next to the river bank and leave the coin and the locket, then return to Wolong and speak to Fagnyin.
Rewards: 4,000 XP (Oni), 7,000 XP (Fangyin), Parrying Dagger

THE STATUE OF GAODI II
In Wolong, a sculptor named Caishi has had his statue dismembered by soldiers. The head's in Wolong, next to the cliff on the eastern side of town, near the southern-most lamp. Both legs are in the Caverns of Wolong. The arms are in Liangshan Forest.
Rewards: 1,000 XP for the head, 2,000 XP for each arm/leg, 3,000 XP, Anti-Magus Torque

NANDI THE GATHERER
In Wolong, Nandi the Gatherer has offered to make a potion for you that only she can concoct, but you have to find the ingredients. The first thing Nandi requires are the leaves of a plant called Sparrow's Egg, found in an Orenia-Night Encounter with a bunch of Rokhuls. Give the plant to Nandi and she'll tell you to find a Ghimaadi's Cloak, in an Orenia-Day Encounter with a bunch of Oni. Then you'll need some Bane's Kiss, which is in Liangshan Forest.
Rewards: Nandi's Potion

LONGYUE'S HAT
In Wolong a villager named Longyue has asked that you find his hat in the forest of Liangshan. To help him and his friends escape Pijian's soldiers, Longyue gave his hat to forest spirits. If he fails to retrieve the hat he will die.
Rewards: 5,000 XP (Longyue), Well-Honed Katana

PURSUED BY DEATH
Ahlang is fleeing Death, who appears in the guise of a cat. Ahlang has eluded Death by telling him jokes and riddles, then fleeing as the cat laughs at, or ponders, the tale. Find a fisherman named Ruidi in Wolong and ask him for more material – he's at the docks, but he'll tell you to go to Liangshan Forest and ask the Guardian there for some tree bark. You'll need one bit for Ahlang and one for Death.
Rewards: 1,000 XP (Ruidi), 2,000 XP (Death), 2,000 XP (Ahlang), Spinsplitter

CHILD OF THE SPIRITS
A forest Oni named Piaobo has given you a wooden box containing her immortal spirit. To help her reclaim her human form, throw the box into the sacrificial pit of the Wolong Caverns. Whatever you do, you mustn't open the box.
Rewards: 1,000 XP (Jade Temple Ghost), 5,000 XP (Piaobo), Ring of Control

THE KING OF TALAS
The King of Talas searches for his crown and sceptre. A trickster spirit stole them many years ago. Uligo – in the City of the Khosani – will tell you that the Khosani are responsible. Tell the King and he'll follow your advice.
Rewards: 40,000 XP (Uligo), 5,000 XP (King of Talas), 20,000 XP (King of Talas), Hero's Platemail

THE SEEDS OF AAHUR
According to the Khosani merchant Elarh, the Seeds of Aahur are not growing as Beelon promised. Beelon's dead, but the Dust of Aahur's in Iona, in the tower where you met Abbot Laurent. Elarh will give you 50,000 GP, but you agreed on 100,000 GP – so haggle.
Rewards: 16,000 XP (Elarh), 100,000 GP

THE OHMEDILOSI
In Orenia you found an Ohmedilosi, an ancient map of Khosani cities. To complete the artifact, find the carvings of three cities marked on the tablet – Umakil, Dehilos, and Muhul. The Umakil Carving's in the Lenele Sewers, the Dehilos Carving's in the Lenele Palace and the Muhul Carving's in the Ikaemos Swamp.
Rewards: 60,000 XP (Kiva), Vengeful Katana

SUMMON, FEEL THE NOISE: They might look huge, but take care of them or they'll run amok.

PSM2 TOP TIP!
THE MINOTAUR
This is one of the first creatures you'll be able to summon – he's handy in a melee, but tricky to control. Only use him in fights.

THE HUNTING HORN OF VADAGAR
Find the Hunting Horn of Vadagar and bring it to Saato the priestess in Saanavarh. The horn's in the green tent in a sub-basement of the Lenele Sewers.
Rewards: 10,000 XP (Saato), Nobleman's Platemail

HAENUL AND THE GEMSTONE OF ERAEKOR
A Khosani warrior named Haenul leads a band of renegades in the mountains near Saanavarh. They have stolen the Gemstone of Eraekor. Defeat Haenul and return the gemstone to the Khosani priestess Athodi. He's in an encounter near the beautiful city of Khosani.
Rewards: 30,000 XP (Athodi), Parchment (Tome Page 5), Bone Jerkin

THE MYSTERY OF LULEVA
At the command of a winged messenger, Lady Athana of Sidaeh searches for a child named Luleva. The girl's in the Lenele theatre – after talking to her, go back to Khosani and tell Athana.
Rewards: 5,000 XP (Luleva), 15,000 XP (Athana)

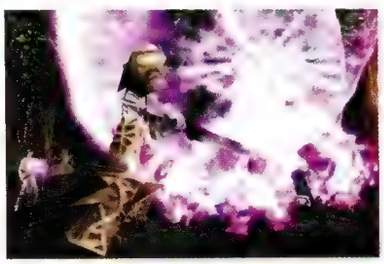
CURSE OF THE CRONE OF SAVHEO
The Crone of Savheo has turned several Khosani warriors into Fire Salamanka. She can be found in a Forest Day Encounter, but she'll ask for the Stone Rose of Ovaka before she'll lift the curse. It's in the swamp near the Ikaemos Palace.
Rewards: 15,000 XP (Elioma), 35,000 XP (Elioma), 35,000 XP (Crone), 65,000 XP (Elioma), Battle Torque

Ring-a-ding-ding

WITH THIS RING...

You can't do any summoning without a summoning ring. These are the most important ones you'll find...

PSM2 TOP TIP!
IT BURNS, BURNS, BURNS
You can only wear two rings at a time – make sure one of them is always the Ring of Fire, since it's the best in the game.



MORE NEXT ISSUE
We'll be finishing off our guide by beating up Machival and fulfilling the Summoner's Destiny. We recommend you join our party...

THE RING OF JADE
You can find this beauty in the Jade Temple, surprisingly enough.
Magic Resist +3

THE RING OF FIRE
If you're good, you'll get this by completing the Ordeal of Labyrinth.
Fire +2, Resist Fire +3

THE RING OF STONE
You're given this by the Priest-King Armun in the Palace of Ikaemos.
Max HP +40

THE RING OF WATER
A ghost named Ngaru gives you this in the caverns under Wolong.
Ice +1, Heal +1, Resist Ice +3

TIPS INFERNO

ACCESS ALL AREAS

Considering trading in that game you've completed for *Baki the Grappler*? Just hold on a second. Are you sure you've squeezed every last bit of life out of it? Now, with PSM2, you can. Give your titles an extended shelflife.

If you've missed an issue of PSM2, here's where you'll find cheats for those already classic titles – as well as the ones you picked up from the bargain bin.

A

ARMORED CORE 2
Overweight ACs
If you finish the game by completing the Phobos mission, you'll be allowed to create an Overweight AC. Pile the heaviest weapons you can afford onto a nimble pair of feet – like a cross between Arnie and Michael Flatley.

ATV OFFROAD FURY
Expert mode
Select pro-career mode, then enter 'ALLOUTAI' as a name. If you entered the code correctly, the game will return to the name entry screen.

1000cc Quad ATV
Successfully complete pro-career mode.

D

DEAD OR ALIVE 2
Unlock Characters
To get Bayman – the Action Man-style trooper from the first *DOA*, complete Story mode with every character.
To get Tengu the Mountain Demon, collect ten stars in Survival mode.

CG Gallery
Complete the game with five characters to ogle the ladies in the *DOA2* gallery.

DYNASTY WARRIORS 2
Get Every Character
Unlock all of those moustache-twirling warlords by going to the title screen and entering: ○, R1 x5, R2, R2.

F

FANTAVISION
Extra Options
Complete the game on the Normal difficulty setting to unlock an extra option at the main menu, or on the Hard setting to unlock the 'Extra 2' option.

FIFA 2001
EA All-star team
At the team selection screen, highlight the Arsenal team, then hold START and press ◎ to play as the EA all-star team.

G

GRADIUS 3 AND 4
Bought this joypad-endangering hard shooter despite all our dire warnings? All right then, have some cheats to make it slightly less painful. Pause the game and input the following:

Full power with laser weapon
↑, ↑, ↓, ↓, ←, →, ←, →, ⊗, ◎

Full power with double weapon
↑, ↑, ↓, ↓, ←, →, ←, →, □, △

K

KESSEN
Play as the West
Just complete the game as the East. Simple.

KNOCKOUT KINGS 2001
Secret Characters
Enter the following names in Career mode to unlock B-list DJs and American sporting heroes to pummel.

MECCA – Ashy Knucks
AUSTIN – Ray Austin
NELSON – Trevor Nelson
JGIAMBI – Jason Giambi
HATCHER – Charles Hatcher
OSUNA – Bernardo Osuna
DEFIAGBN – David Defiagbon

M

MADDEN NFL 2001
Madden Millennium Team
To unlock this incredibly hard dream team, you'll have to earn all 296 Madden Cards in gold.

MIDNIGHT CLUB
If you've got a *Smuggler's Run* game saved on your Memory Card, you'll be able to use the Buggy on the dark streets of London. And you'll get a message reading – 'Thanks for buying both games'. Cheeky.

MOTO GP
Race as Klonoa
Win Challenge 22 to unlock Klonoa as a rider

N

NASCAR 2001
There's plenty to unlock in this turgid racer – if you've got the patience.

Treasure Island track
Win a season on the veteran difficulty setting.

Black Box Classic car
Win the Short Track Challenge.

Black Box Exotic car
Win the Half Season.

EA Sports car
Win the Road Course Challenge.

EA.com car
Win the Superspeedway Shootout on either the veteran or legend difficulty settings.

NHL 2001
Entering different player names unlocks a host of unexpected commentary and super-hard players.

The Dude
Enter the create-a-player screen and enter 'Bruce Willis' as a name. The announcers will refer to the character as 'The Dude' during the game.

The Hammer player
Enter the create-a-player screen and enter 'Hammer' as his first name. The announcers will refer to the character as 'The Hammer' during the game.

For super players, enter the create-a-player screen and enter any of the following names. Answer 'Yes' to use your player's ratings, then adjust them as needed. Return to the previous screen and change his name to your choice, but do not change any other setting.

Super fowards
Peter Forsberg
Jaromir Jagr

Super defensemen
Sandis Ozolinsh
Chris Pronger

Super goalies
Patrick Roy
Dominik Hasek
Ed Belfour

O

ORPHEN: SCION OF SORCERY
Restart Battle
Pause the game if you can't avoid defeat in a scrap. Select 'Equip' and you'll resume the game at the start of the battle, all your energy handily restored.

R

RAYMAN 2: REVOLUTION
Extra Bonus Mini-Games
From the Press Start screen, press START. Now, select your language. Next, select Options. Then choose Language. Select Voices and Highlight Raymanian – *without* validating it. Now, press and hold L1 + R1 and enter L2, R2, L2, R2, L2, R2.

You'll be taken immediately to a new menu where you can choose between three mini-games – *Globox Football*, *Dogfight* and *Globox Puzzle*.

READY 2 RUMBLE: ROUND 2
Fat boxer
→, →, ↑, ↓, →, R1, R1, R2.

Skinny boxer
→, →, ↑, ↓, →, R1, R2.

Zombie boxer
←, ↑, →, ↓, R1, R1, R2.

Unlock Everything
At the Character select screen press:
←, ←, →, R2, ←, →, →, R1, R1, R2

All the characters, holiday outfits and champion outfits will be unlocked – just press □ to flick through them.

Fast Mode
At the character screen, enter: →, →, ↑, ↓, →, R1 x5, R2.

Full RUMBLE Meter
During the game, pause it and enter:
R2, R1, R1, R2, R1, R2, R1, R1, R1, R1, R2, ←, →, ↑, ↓.

Start at Final Match
At the character screen, enter: R2, ↓, →, ↑ ←, R1 x6, R2, R1, R1, R2.

RIDGE RACER 5
Duel Cars
To get some extra roadsters for the Free Run, Duel and Time Attack modes, you have to finish first in Duel mode on the following races – unlock them by beating the times marked with a 'D' in Time Attack.

'50s Super Drift Caddy – Danver Spectra
Devil Drift – Rivelta Crinale
Super Grip VW Beetle – Solort Rumeur
McClaren F1 Clone – Kamata Angelus

S

SILENT SCOPE
See the world through rose-tinted goggles, or just make things harder for yourself.

Pink Mode
←, →, →, □, △

No Scope
←, ↓, ←, □, ←, ↓, ←, □

No Enemy Cursor
←, ←, ←, ←, →, ↓, ↑, →

No Crosshair
→, →, →, □

Exchange life for time
Pause the game in arcade mode and press ↑x2, ↓x2, ←, →, ←, →, ⊗, ◎. You'll lose half a life-segment, but gain five seconds.

Exchange time for life.
Pause the game in arcade mode and press ◎, ⊗, →, ←, →, ←, ↓x2, ↑x2. You'll lose five seconds off the clock, but get an extra half life-segment.

100 challenge mode
Successfully complete all nine outdoor shooting range challenges to unlock 100 challenge mode.

SILPHEED
All weapons
Enter 'XACALITE' as a name to begin Stage One with all nine weapons available.

SMUGGLER'S RUN

Get rid of those pesky coppers with some supervillain-style chicanery.

Invisibility
Press R1, L1, L1, R2, L1, L1, L1.

Lighter cars
Press L1, R1, R1, L2, R2, R2.

Increase time
Press R1, L1, L2, R2, →, →, →.

Decrease time
Press R2, L2, L1, R1, ←, ←, ←.

No gravity
Press R1, R2, R1, R2, ↑, ↑, ↑.

SSX

Once again, we'd like to point out that using these codes takes you one step closer to spending eternity in Hades being goaded by malevolent imps. Still, if you *want* to ruin the game, go to the Options menu and hold all four shoulder buttons while you enter the following codes:

Maximum Stats
⊗, ⊗, ⊗, ⊗, ⊗, ⊗, ⊗, ⊡.

Unlock It All
↓, ←, ↑, →, ⊗, ◎, △, ⊡
Every Track, Outfit, Board and Character will be unlocked, and you'll have ruined hours of fun for yourself. Happy?

And one that doesn't deserve instant spear-gun retribution…

Running Man Mode
⊡, △, ◎, ⊗, ⊡, △, ◎, ⊗
Look at him run!

STREET FIGHTER EX3

To unlock extra characters, you need to complete Original Mode repeatedly – but use a different character each time.
1 Sagat
2 Bison
3 Garuda
4 Shadow Geist
5 Kairi
6 Pullum
7 Area
8 Darun Mister
9 Vulcano Rosso

Medals
Earn all ten of each medal type in Career mode, using the Normal or Hard difficulty level – you'll be rewarded with some super-secret extras.
Bronze – Higlight Sakura and press Select to make her the narrator.
Silver – Choose M. Bison using the Select button to play as Bison 2.
Gold – Choose Ryu using the Select button to play as Evil Ryu.
Platinum – You'll be able to fight against Bison 2 and True Bison in Arena mode.

SUMMONER

Select the Credits option from the main menu, then press ⊗ while they're being displayed to see a very funny Dungeons and Dragons parody.
Alternatively, watch it on PSM2#08's DVD.

SUPER BUST-A-MOVE

Enter these codes after the game loads and when the Push Start screen's showing. An icon will appear in the top-left hand corner of the screen to confirm that you've entered the code.

Unlock More Levels
△, ←, →, △

Unlock More Characters
△, →, ←, △

SURFING H30

Shark surfer
Just score 300 points on each level to unlock the Shark Surfer – and you can eat all the other surfers with him! Except you can't.

SWING AWAY GOLF

All golfers
At the main menu, press R2, R2, L2, R2, ↑, →, ↓, ←, L1, L1 to unlock all the characters in Stroke Play mode. If you do it properly, you'll hear a brief sound

TEKKEN TAG TOURNAMENT

Tekken Bowl
When you've unlocked Ogre – by completing the game 10 times – you'll also be able to play Tekken Bowl. Try curving the ball hard to the → to knock out Dr Boskonovitch.

Jukebox mode
Score 200 points or more in Tekken Bowl, and you'll be able to select the music that plays during your games.

Gallery Mode
Unlock Devil – by completing the game 13 times – and you'll be able to take screenshots of your most vicious finishes for gloating over later on.

Extra Characters
Complete Arcade mode multiple times to unlock extra characters. They'll be released in the following order:
1 **Kunimitsu**
2 **Bruce Irvin**
3 **Jack-2**
4 **Lee Chaolan**
5 **Wang Jinrey**
6 **Roger and Alex**
7 **Kuma and Panda**
8 **Kazuya Mishima**
9 **Ogre**
10 **True Ogre**
11 **Prototype Jack**
12 **Mokujin and Tetsujin**
13 **Devil and Angel**
14 **Unknown**

THEME PARK WORLD

Everything Free
To stop those big rides draining your cash, input the following sequence eight times in a row…
←, ↓, ⊗, ◎.
Unfortunately, you won't be able to do any research while the cheat's activated.

TIMESPLITTERS

Challenge Mode
Complete Story mode on the Easy difficulty level to unlock the intensely difficult Challenge levels.

Completing each stage on each difficulty level nets you a reward – but so does doing it within a strict time limit. Below, you'll find a guide to the secrets you can unlock, alongside the times PSM2 used to do it.

KEY
AL: Arcade Level
PC: Playable Character
C: Cheat
B: 'Bot
BS: 'Bot Set

EASY

1935 Tomb
Complete: Cultist (PC)
Timed secret: Paintball (C)
58.5 seconds

1970 Chinese
Complete: Chinese Chef (PC)
Timed secret: Chinese Waiter (PC)
1 minute 9.6 seconds

2005 Cyberden
Complete: Badass Cyborg (PC)
Timed secret: Siamese Cyborg (PC)
48.4 seconds

1950 Village
Complete: Period Horror (BS)
Timed secret: All Heads Detachable (C)
27.2 seconds

1985 Chemical Plant
Complete: Usual Suspects (BS)
Timed secret: Male and Female SWAT (PC)
28.4 seconds

2020 Planet-X
Complete: Space Opera (BS)
Timed secret: Green Alien (PC)
49.8 seconds

1965 Mansion
Complete: Horror Shocker (BS)
Timed secret: Big Heads (C)
55.1 seconds

2000 Docks
Complete: Law and Order (BS)
Timed secret: Male and Female Soldier (PC)
1 minute 12.2 seconds

2035 Spaceways
Complete: Unlock Challenge Mode
Timed secret: Red Alien (PC)
1 minute 2.3 seconds

NORMAL

1935 Tomb
Complete: Graveyard (AL)
Timed secret: Priestess (PC)
2 minutes 33.9 seconds

1970 Chinese
Complete: Site (AL)
Timed secret: Gun Sounds (C)
2 minutes 33.2 seconds

2005 Cyberden
Complete: Streets (AL)
Timed secret: Tuxedo Cyborg (PC)
1 minute 35.1 seconds

1950 Village
Complete: Castle (AL)
Timed secret: Hick Hyde (PC)
1 minute 14.9 seconds

1985 Chemical Plant
Complete: Bank (AL)
Timed secret: Infinite Ammo (C)
55.1 seconds

2020 Planet-X
Complete: Spaceship (AL)
Timed secret: Float Alien (PC) and (B)
1 minute 32.0 seconds

1965 Mansion
Complete: Mall (AL)
Timed secret: Overall Mutant (PC)
1 minute 32.8 seconds

2000 Docks
Complete: Compound (AL)
Timed secret: Big Hands (C)
1 minute 29.5 seconds

2035 Spaceways
Complete: Warzone (AL)
Timed secret: Female Alien (PC) and (B)
1 minute 4.5 seconds

HARD

Complete: 1935 Tomb
Timed secret: Eyes Mummy (PC)
Timed secret: Teeth Mummy (PC)
2 minutes 19.0 seconds

1970 Chinese
Complete: Suit Hoodlum (PC)
Timed secret: Mr. Big (PC)
6 minutes 4.7 seconds

2005 Cyberden
Complete: Female Cyborg (PC)
Timed secret: Enemy Rockets (C)
1 minute 52.9 seconds

1950 Village
Complete: Fishwife Mutant (PC)
Timed secret: Insect Mutant (PC)
2 minutes 17.7 seconds

1985 Chemical Plant
Complete: Lumberjack (PC)
Timed secret: Malehood (PC)
2 minutes 34.0 seconds

2020 Planet-X
Complete: Pillar Alien (PC) and (B)
Timed secret: All Characters Headless (C)
2 minutes 29.3 seconds

1965 Mansion
Complete: Priest Mutant (PC)
Timed secret: Girl Zombie (PC)
1 minute 33.1 seconds

2000 Docks
Complete: Gasmask Soldier (PC)
Timed secret: Shock Trooper (PC) and (B)
2 minutes 39.0 seconds

2035 Spaceways
Complete: Spaceways Stewardess (PC) and (B)
Timed secret: Small Heads (C)
2 minutes 54.5 seconds

And here's what completing each challenge unlocks:

1-A Behead the Undead
The Living Dead (BS)

1-B Putrid Punchout
Green & Brown Zombie (PC)

1-C Dusk of the Dead
Police, Skull, & Jacket Zombie (PC)

2-A Flock Around the Dock
Duckman (B)

2-B Dock Duck Shoot
All enemies are Ducks (C)

2-C Crispy Duck
Duckman Drake (PC)

3-A Tin Man Trial
Robofish (B)

3-B Lobster Run
All enemies are Robofish (C)

3-C Bowl them Over
Robofish (PC)

4-A Shame if Something got Broken
NOTHING

4-B Don't Wait Around
Enemys all throw bricks (C)

4-C Brick Flung High
Brick is now available as a weapon

5-A First Impressions
The Impersonator (B)

5-B Lasting Impressions
All enemies are Impersonators (C)

5-C Who's he Trying to Impress?
The Impersonator (PC)

6-A Barrel Blast
NOTHING

6-B Bodyguard
Gasmask SWAT (PC)

6-C Heist
Veiled SWAT (PC)

7-A Shop 'til you Drop
Ginger (B)

7-B Sorry, Was That Your Bag?
All enemies are Gingerbread Men (C)

7-C Everyone Must Go!
Gingerbread Man (PC)

8-A Girls 'n' Boys
Farrah Fun-bunny (B)

8-B Dinner Dates
All enemies are Bunnies (C)

8-C Bone Grab
Farrah Fun-Bunny (PC)

9-A I Can't Hear Anyone Screaming
TimeSplitters (BS)

9-B Flight Delay
TimeSplitter #2 (PC)

9-C Space Vandals
TimeSplitter #1 (PC)

UNREAL TOURNAMENT

For a distinctly unsporting advantage…

Level skip
Pause the game and press ↑, ↓, ←, →, →, ←, ◎.

Level select
Save the game and return to the main menu. Select the 'Resume Game' option, then highlight the previously saved game and press ↑, ↓, ↓, ↑, ←, ↑, →, ↓.

Invincibility
Pause the game and press ⊡, ◎, ←, →, ◎, ⊡.

Maximum Ammunition
Pause the game and press ←, →, ◎, ◎, ◎, →, ←.

Alternatively, for some comedy mutators…

Unlock Stealth Mutator
Press ⊡, ⊡, ◎, ◎, ⊡, ⊡, ◎, ◎.

Unlock Fatboy Mutator:
◎, ◎, ◎, ↑, ↓, ↓, ↑, ◎, ◎, ◎.

X-SQUAD

PROMOTIONS
At the main menu, type in the following combinations and you'll hear a sound. If you're going to cheat anyway, we'd suggest you go for Master, with a level 3 shield, level 3 sensor, radar, no weight limit, master level of all weapons and 99 clips for each.
Private: ⊡, ◎, △.
Sergeant: △, ◎, ⊡.
Lieutenant: R1, R2, L1, L2
Captain:
◎, R1, ◎, L1, △, R2
Major:
L2, ⊡, R2, △, L1, ◎, R1
Colonel:
△, ⊡, ◎, ⊡, △, ◎
General: L1, L1, L2, L2, R1, R1, R2, R2
Master of X-Squad:
◎ (x4), △, ⊡ (x4)

We'll be updating Access All Areas every issue – come back next month for more…

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October

PREVIEWS include: MGS2, Dark Cloud **REVIEWS include:** Tekken Tag (NTSC), RR5 (NTSC), FIFA (NTSC) **PRO TIPS include:** Tekken Tag, SFEX3 **PLUS:** FREE MGS2 video (PAL)

ISSUE #02
November

PREVIEWS include: PS2 Speed Special **REVIEWS include:** ISS (NTSC), Dynasty Warriors 2 (NTSC) **PRO TIPS include:** Tekken Tag, DOA2

ISSUE #03
December

PREVIEWS include: Silent Hill 2 **REVIEWS include:** SSX (PAL), Silent Scope (PAL) **PRO TIPS include:** Tekken Tag, SFEX3 **PLUS:** Two FREE giant Tekken Tag flyposters

ISSUE #04
Xmas

PREVIEWS include: GT3, WipEout Fusion **REVIEWS include:** TimeSplitters (PAL), R2R: Round 2 (PAL) **PRO TIPS include:** SSX **PLUS:** FREE A-Z Tips book, FREE USB port protector

ISSUE #08
April

PREVIEWS include: Crazy Taxi, ISS Pro Evolution, MTV Music Generator 2, Commandos 2, Super Bombad Racing, Formula 1 2001, Extermination, GT3 **REVIEWS include:** Quake 3 Revolution (PAL), Sky Odyssey (PAL), Tiger Woods PGA Tour 2001 (PAL), Robot Warlords (NTSC), Operation Winback (NTSC), 4x4 Evolution (NTSC) **PRO TIPS including:** YABASIC, Summoner, Unreal Tournament, Shadow of Memories **PLUS:** PSM2 DVD #04, featuring: ISS Pro Evolution, MTV Music 2, Onimusha (not available in USA)

Individual back issue prices indicated. Please call the number below for availability and ordering.

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ISSUE #05
January

PREVIEWS include: 2001 Preview Special **REVIEWS include:** DOA2 (PAL) **PRO TIPS including:** SSX, TimeSplitters, Ready 2 Rumble: Round 2 **PLUS:** PSM2 DVD #01, featuring: GT3, MGS2, Onimusha, SSX tips, PS2 media extras (not available in USA)

ISSUE #06
February

PREVIEWS include: Formula One 2001, GTA 3, Dark Cloud **REVIEWS include:** The Bouncer (NTSC) **PRO TIPS include:** TimeSplitters, SSX, DOA2, Tomb Raider: Next Gen **PLUS:** PSM2 DVD #02, featuring: Dark Cloud, GT3, Moto GP, The Making of The Third Place (not available in USA)

ISSUE #07
March

PREVIEWS include: FF10, Devil May Cry, Star Wars: Starfighter **REVIEWS include:** Z.O.E (PAL), Unreal Tournament (PAL) **PRO TIPS include:** Unreal Tournament, SSX **PLUS:** PSM2 DVD #03, featuring: Star Wars: Starfighter, Z.O.E and tips for SSX and TimeSplitters (not available in USA)

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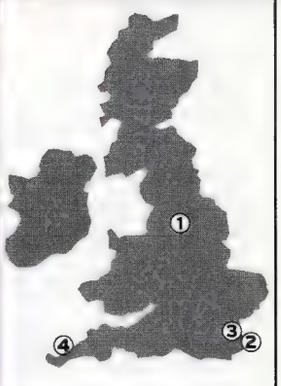

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MAD CATZ DUAL FORCE 2: Who played Harry Callahan in the film Magnum Force?

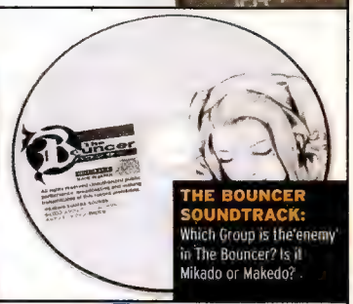
SAITEK PX4000: How long is the PX4000's cable?
A. Five metres
B. Nine metres
C. Three metres

JOYTECH MINI DVD REMOTE: What does DVD stand for?

GAMESTAR DUAL FORCE 2: Who directed the 1971 film Duel?

JOYTECH PLUS 2: Wrinkly TV hero Lovejoy dealt in what: scaffolding or antiques?

SHADOW OF MEMORIES COMPASSES: Who wrote Doctor Faustus?



THE BOUNCER SOUNDTRACK: Which Group is the 'enemy' in The Bouncer? Is it Mikado or Makedo?

THRUSTMASTER FREESTYLER BOARD: In which American state is the ski resort of Aspen?

ARMY MEN HIP FLASK: What does the acronym NATO stand for?

MAD CATZ 8MB MEMORY CARD: What's the name of Arnie's character in the movie Total Recall?

NBA HOOPZ PENS: From where do the NBA's Timberwolves hail from?

WORLD RALLY CHAMPIONSHIP TABARD-TYPE THING: Who became the first British World Rally Champion in 1995?

WDL THUNDER TANKS BAG: In which war did the tank first appear on the battlefield?

SEND YOUR ANSWERS TO THE QUESTION OF YOUR CHOICE TO: PSM2 TAT BONANZA, FUTURE PUBLISHING, 30 MONMOUTH STREET, BATH BA1 2BW OR E-MAIL: PSM2@FUTURENET.CO.UK

PARIS-DAKAR RALLY BOOK Which country is Dakar the capital city of?

"PSM2 MEETS NUMBER TWOS - THORNY ISSUES EXPLORED ON THE THRONE"

INVESTIGATOR: Nick Jones

BOOM OR BUST?

Is the sky *really* about to fall in on the games industry?

Bored of your PSone? Had enough of playing *GoldenEye* on N64? Livid that Sega has canned the Dreamcast? Well, if you're not, then you're in the minority because all the signs are that the games industry is going through a difficult time. In short, people, that's to say the *casual* thrill-seeker, aren't excited by the current batch of games. They want more.

Your average 'weekend gamer' seems to be hanging on for a killer app such as *GT3* or holding off until the first PS2 price cut before they commit themselves. And as a result, the games industry is in a slump. It's depressed, sad and wants to be left in a room on its own for a while. Games publishers' profits are down, share prices are falling and developers are shedding staff at a frightening rate. But why? This kind of thing doesn't happen to the music and film industries. So what does this mean? Is it all part of a cycle where there're highs and lows when there's a transition between new and old technology, or is this the beginnings of a crash?

A number of factors have contributed to this. Firstly, we're in what can be termed a transitional period – we're in between consoles at the moment. Dreamcast is all but dead and buried, N64 has been for some time now and it'll be a while before PS2 has the installed user base – enough consoles in homes – so that software sales accelerate. There's one exception to this – PSone continues to sell as well as PlayStation did in its second year on sale in the UK, in 1997.

According to sales figures, the actual money being generated by sales of software is up. So how can there be a slump? Well, the answer lies in – wait for it – *profit margins*. With more and more software being sold at budget prices, and the majority of this is for PSone and PC, profits become smaller and almost every major software publisher has announced either loses or substantially smaller profits compared to last year.

MOVING ON UP

The delay to the PS2 launch and shortages of the console have been cited by many people as a reason for the slowdown but it'd be wrong to put the blame solely on Sony.

But how long will it take for the things to start truly rocketing again? Well according to Simon Little, Business Affairs Director at Take 2 Interactive it's not far away: "If you're in the right place a revival has started already, but it'll continue to gain strength through this year as the installed base grows." Little also feels that competition for PS2 is important – a healthy marketplace is one where companies are fighting for your hard-earned. This can only be a good thing for the consumers. "Effective competition is always part of a healthy industry. If PlayStation was the only games machine think how much worse this cycle would be now."

Next year we'll see the launch of both Xbox and Gamecube, and Sony will have some competition. Microsoft has a reputed $500 million to spend on marketing for their debut in the console market. No doubt Sony will respond to this with a ballsy new brand-building campaign – TV advertising, publicity stunts, lots of promotion. As a result of all this there'll be more awareness, more of a buzz surrounding videogames again and everyone will get excited and run out and spend cash on the new kit. Or at least that's the plan.

ACCENTUATE THE POSITIVE

Everyone we spoke to in the games industry is understandably upbeat about the future – after all their jobs depend on it. However, there was one person who wasn't. Cue Nintendo's outspoken President, Hiroshi Yamauchi: "(The industry will) undergo a major shakeout between now and next year. The general public doesn't realise it yet, but most people in the industry know it's happening. I've just been saying that pretty soon, even the public will be forced to recognise what's going on."

And he doesn't even think that it would be such a bad thing if the games industry did suffer something of a collapse: "If the game industry went away, it's not like people would keel over and die on the street. If it came to pass that people started saying 'These games are all stupid, I gotta stop playing them all the time', then what do you think would happen? You don't need games to live, after all, so the market could fall right out. It could even shrink to a tenth of what it was." Steady on, old fella.

"CLEARLY, COMPETITION FOR PS2 IS IMPORTANT - A HEALTHY MARKETPLACE IS ONE WHERE COMPANIES ARE FIGHTING FOR YOUR HARD-EARNED. THIS CAN ONLY BE A GOOD THING"

ADAPT AND SURVIVE

Yamauchi also points to another reason why games haven't been doing so well recently: "The average gamer's perspective has gradually shifted over the years. They're getting sick of games that're nothing but graphics and force – they want something to play that's actually fun. So why are companies still aiming for nothing but graphics and force?" Yamauchi might have a point – the best-selling game over the last few years? No, not *GT*, *Final Fantasy* or *Metal Gear Solid* but a game that appears on an 8-bit console and features 2D graphics – *Pokémon*. Maybe developers should be more concerned about making games which're ambitiously inventive, and less concerned with them looking, y'know, *real*.

Still, it remains to be seen if Yamauchi's fears will come true. Developers and publishers are extremely upbeat about the future, so much so that investment into this £7bn industry is at an all-time high. And by the time we see the launch of Xbox and Gamecube we'll have a better idea of what will happen, especially when market forces begin to positively affect the development and sales of PS2 titles. One thing's for sure, if they fail we'll all have to find something else to do with our spare time. And we don't want to do that... PSM2

SQUARING UP: Will *Final Fantasy 10* and the PS2 Hard Drive tempt new gamers?

THINGS MOVE IN CYCLES...

BOOM

BUST

1982

Atari all but owned the home console market in the early '80s, but somehow screwed it all up. A combination of some dreadful games and cockiness saw them lose millions and finally go bankrupt. Things were so bad, so the rumour goes, they manufactured more *ET* cartridges (a licence of the film) than there were machines in use. No one bought this dreadful game and they had to bury thousands of cartridges in the desert. The golden age of videogames was over.

"BELIEVE IN THE HYPE"

TITLES THAT'LL RE-IGNITE THE GAMES INDUSTRY:

There's nothing like a bit of hype to get the punters excited about videogames. These're the games the publishers hope will appeal to both mainstream and die-hard gamers...

Metal Gear Solid 2

Even your mum's heard of this one. You want it, we want it. Hurry, Kojima-san...

Gran Turismo 3

Another well-known title (see how it works?) and yet another sequel, but one that should shift units just on looks alone. Luckily the thing plays just as well and should persuade plenty of driving enthusiasts to invest in a PS2.

Republic

Developed by the 'genius' behind the *Theme Park* games, *Republic* is one of the most ambitious titles ever conceived. It attempts to simulate the entire political workings of a country – your objective is to rise to power using a wide variety of different tactics.

Final Fantasy 10 and 11

Two sequels to the biggest selling franchise the world has ever seen should be more than enough to shift a few PS2s. Now featuring fully 3D graphics, we've no doubt that Japanese gamers will go mental for this stuff. We know we will too...

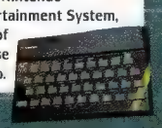
Mario Cube (title TBA)

Yes, it's on *another* system, but the Mario games have influenced nearly every developer working today. Miyamoto has been known to have been working on this version since *Super Mario 64*.

A BRIEF HISTORY OF THE HIGHS AND LOWS OF THE GAMES INDUSTRY

1984

The hole left by Atari's demise was duly plugged by several emerging hobbyist computers – the C64, BBC Micro and ZX Spectrum. These were originally marketed as learning computers but eventually became games machines. We also saw the small matter of the emergence of the Japanese games companies – with Nintendo and their Nintendo Entertainment System, and of course Mario.



1988

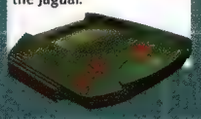
The boom in the early '80s was just a distant memory as interest in the C64, Spectrum and Amstrad home computers waned. If you wanted to play the latest and best games then you had to shell out for the pricey new home computers, the Atari ST and the Amiga. These computers in turn paved the way for PC gaming.

1991

A couple of years later and we'd see Nintendo's follow up to the NES, the Super NES and Sega's emergence as a videogame power with the Mega Drive. Also, the price of the Atari ST and the Amiga was more affordable. Another golden age was in progress.

1995

The SNES and the Mega Drive were on their last legs and we were all waiting for Sega's and Nintendo's follow ups – the Saturn and the N64 respectively. This fallow time was chosen by 3DO and Atari to launch their ill-fated attempts to win over the 32-bit market with the premature launches of the 3DO and the Jaguar.



1997

Sony surprised everyone with their Namco-driven debut in the games market, with the vividly named PlayStation. Launched the previous year, it wasn't until 1997 that the PlayStation really began to take off, especially against Sega's Saturn. Nintendo's N64 was launched this year, initially did well, but didn't last too long.

2001

N64 and Dreamcast are now dead (stop cheering) but the repackaged PSone continues to sell well – to date, Sony have sold more than 80 million of them world-wide. PS2 has yet to do what the original PlayStation did (it's still early days), but with the launch of the Hard Drive towards the end of 2001 and 2002 seeing the launch of two rival systems, it looks like we're heading for Mr Boom.

BOG MOUTH!

NO FUTURE?

The movers and shakers offer their opinions on the state of their industry and Yamaouchi-san's not finished yet...

"I'm fantastically optimistic about the future of the games industry. It'll evolve into something beyond current recognition, but I think interactive gaming has a very big future."

[redacted]

"Up until now games have had nothing to do with movies, like I've kept on saying all this time. But now people are going on about how every game will be like a movie from now on.

We've come all this way and somewhere along the line, we've forgotten that we're supposed to be making *games*, and not movies.

Now, as a result of that, game development is turning into a circus, costs are skyrocketing, users get bored faster than ever before, and the development of truly new games – new ways of having fun – has all but stopped. And now, because of all that, it's getting difficult to make a profit producing videogames.

If we don't change the way game development is carried out, I can't see the industry or the marketplace rejuvenating itself anytime soon."

[redacted]

"I think one of the major problems that the games industry is having at the moment is that it is spending a fortune on making too many games - only a small proportion of those with consoles are hardcore gamers who want every game that gets released (even if money is no object) with the other console owners buying two or three games a year and, a lot of the time, waiting for games to get re-released on budget before buying.

This means that a lot of the games that are released are simply not selling and the games publishers lose more money on those than they are making on the blockbuster titles.

Another huge problem is piracy – why would a 15-year-old pay £40 for a game if they can get the same thing for £5?

Until the government bring in new anti-piracy laws to stop the sale of pirate software, this will continue to cause huge problems for the industry."

[redacted]

NEXT MONTH

WHAT GLOBAL GAMERS WANT...

Next issue we'll be looking at why a game succeeds in Japan but dies on its arse in Europe, and vice versa. What do different countries want from a game? If you've got a point to raise e-mail us at

PSM2@FUTURENET.CO.UK

"We make a point of listening to the fans – where else can you learn about what they want to see in games?"

GREG P ZESCHUK

CO-EXECUTIVE PRODUCER AT BIOWARE STUDIOS

Talks to Jonathan Bryant

Yes, that really is his name. In a whistle-stop tour of the UK, Greg – joint CEO and Co-Executive Producer at BioWare – dropped in on PSM2 to give us the background on the life and times of Kurt Hectic and his latest kill-crazed vehicle of console domination, *MDK2 Armageddon*. After a light grilling over a well done lunch, our man from Canada finally settled into his pew and chatted about the problems of coding for PlayStation 2, why the game was made easier for this latest outing and what other PS2 games have been tickling his bearded fancy of late.

You said in a recent interview that BioWare were 'getting good at understanding PS2'. What kind of challenges have you faced?
Managing the multiple processors and subsystems was probably among the more tricky things to figure out. Also, much of the graphics system isn't that well documented – so it was a bit of trial an error.

At the end of the development cycle we'd figured out a number of things, many of them mundane, that we never would have considered doing at the start of the development process.

When we last talked you mentioned that you had trouble with the amount of textures the PS2 could contain in its RAM. How were you able to resolve this problem?
We combated the Video RAM issues on the PS2 by using main system memory to store textures (in addition to Video RAM), and then swapped the textures we needed to the graphics system with every single frame (30 to 60 times per second). The amazing thing about this is that we don't know of any other machine that can handle that kind of bandwidth reliably – we were moving as much as six megs of textures per frame in this way.

How did you approach the anti-aliasing situation with PS2?
We do a few things to combat the feared jaggies – aside from the basic hardware anti-aliasing the PS2 does provide, we're also using a fairly high-resolution output mode to help sharpen the visuals. Overall we're very happy with the results.

You've developed the Omen Engine specifically for *MDK2*. Are there any plans of licensing it out to other developers?
Omen has been used as inspiration for our newer engines – the Aurora engine for *Neverwinter Nights* and the engine for the Star Wars RPG – but we don't have an immediate plan to reuse it in its current state in any future projects. We would be willing to licence it though, but we haven't really pursued that direction.

Do you think that the revision of some of the more frustrating elements of the DC version and the new enemy AI will mean that the game is less challenging on PS2?
The game is considerably less difficult than the DC version – not only have we added difficulty levels (four levels, with the third one (hard) being the default setting on the Dreamcast) and more reasonable controls – but we've also gone over the entire game with a fine-toothed comb, modifying puzzles and enemies to make it more balanced. *MDK2 Armageddon* is the definitive version of the game.

You've developed a more varied set of control configurations, as a result, would you say that this is the most accessible version of MDK2 to date?
No question – to determine the various control configs we let everyone on the team put in their favourite controls and then added a few more for good measure. Our goal is to make *MDK2 Armageddon* the definitive version of the game and control is a big part of that.

We felt that the game didn't take full advantage of the PS2 DualShock 2. Do you think, in hindsight, that this element could've been improved upon?
That's a difficult one to answer – developing a game is a careful balance of knowing how far to push certain features in order to get a certain result.

We certainly could've pushed the DualShock 2 further, however some other elements of the game would've suffered. Overall, we're satisfied with the result.

It's good to hear that the alterations in gameplay for the PS2 version came about as a result of player feedback. Have you got a good relationship with the people that buy your games?
We try. Generally we make a point of listening to the fans – where else can you learn about what they want to see in the games they play? It helps to keep in touch, as you start to build a rapport where they consider themselves to be partners in the development process. We also try to provide good value with our games.

Do you think the game's sales might suffer from the fact that a lot of people have already seen it on both the DC and PC?
I don't think so – our impression is that the PS2 market hasn't yet ▸

TEAM EXTRAS

Ever wondered where the Edmonton was that Kurt valiantly attempts to save in both *MDK1* and *2*? Well, if you assumed that it was a suburb of North London, you'd be way off the mark as Edmonton, Alberta, Canada is the true home of BioWare.

Launched back in 1995 the company emerged, bizarrely enough, when two doctors working on virtual patient sims for hospitals, decided that there was a whole lot more money and fun to be had creating games.

Six years later and Dr Greg Zeschuk and Dr Ray Muzyka are sitting pretty watching their initial gamble pay off with household titles such as *Shattered Steel*, *Baldur's Gate* and *MDK2* which have all left an indelible mark on the games industry.

ACRONYMS

A recent mail to BioWare's on-line chat room asking what exactly *MDK* stood for had the following responses:

- Murder Death Kill. I think it's from the movie Demolition Man. (1993 Sylvester Stallone, Wesley Snipes).
- Max Doctor Kurt. Multiple Dangerous Kangaroos. Massively Dark Kippers.
- Milk, Doughnuts, Kielbasa. Mission: Deliver Kindness. Man, Dog, Kook.
- More-Darn-Kittens.
- Mass Destructor Kurt. More Dirty Killing. More Destructive Killers.

Answers to the question: What in the name of sweet Jesu is a 'Kielbasa' when it's at home to the usual address...

"Amazing"

"We don't know of any other machine that can handle this kind of bandwidth reliability – we were moving as much as six megs of textures per frame"
Greg P Zeschuk on PS2's power

GREG P ZESCHUK

▸ seen the game, so it'll be very new and fresh for them. For that reason we're very confident. Plus the fact that it's huge fun.

There's plenty of old-skool elements to the game. What kind of things influenced you in your choice of comic book title screens and 2D mini-games?
Basically the things you described – the comics were purely influenced by old Marvel and DC comics, particular the Jack Kirby stuff, and the game elements were influenced by old-skool platformers. We wanted to make a next generation 8-bit platform game with *MDK2 Armageddon*.

You've managed to create an immense sense of scale in the game, however the action's still pretty linear. Do you think there's a lack of exploration in *MDK2*?
I think the rooms themselves have a variety of things to explore – there're a number of secrets and surprises in the game that will require some major sleuthing – overall the game is meant to lead the player from event to event.

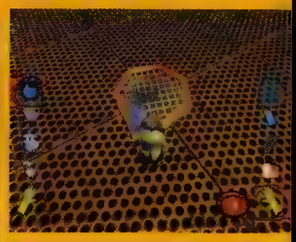
Do you have a favourite character or enemy in the game?
My favourite enemy has to be Shwang Shwing, he turned out very well. And my favourite player character is the Doctor.

We've got our suspicions that there are actually four playable characters in the game, not three. We've head about a guy called Finn. Care to elaborate?
Yes – you play a fish named Chuckleberry Finn for a brief time during the game. His gameplay isn't as extensive as the other characters, but he's still quite cool.

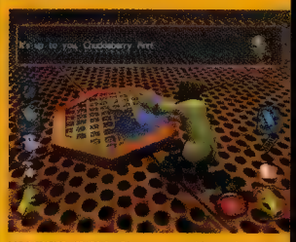
Will *MDK2 Armageddon* be the last *MDK* or are there plans for Kurt to don the Coil Suit once more?
I'm not really able to answer that one out of courtesy to our publishers.

CARP-AGEDDON
THE FOURTH CHARACTER

During our interview, Greg did indeed confirm that there was a fourth playable character available in the game. Here's how to get hold of him.

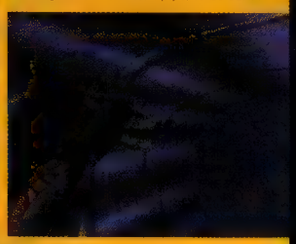


FOUR FIN BOWLING: Locate the fish bowl and then head over to the broken grating on the floor.



WATER BOY: Plop your pal in and you're off, exploring a maze of underwater pipes.

PIPE CLEANER: And here he is, our scaled hero swimming his way past a bobbing mine. It's a dark pipe, to be sure..



FISH FOOD: The only problem is that there's always a bigger fish out there just waiting for you.

It's still early days as far as PS2 is concerned. What do you think we can expect from the machine in the future?
I think it'll have an amazing future – people haven't even started scratching the surface of what it can do. Because it's very complicated it'll take a lot of energy and effort to reach it's potential.

How about the Hard Drive? Do you think it's going to be a viable addition to the Sony system in terms of games developers utilising its potential?
That's a tough call – in general I'm personally sceptical of any piece of hardware that doesn't ship in the actual console. They're going to need some sort of killer app to get people to buy it.

One of the best things about programming for a console is that you've got a guaranteed standard hardware setup to work on – it'll be very hard to develop a game that might or might not use the hardware, depending if it's present. In many ways it'll be better to avoid using the Hard Drive until it's a guaranteed standard feature of the system.

What other near-future projects do BioWare have in the pipeline for PS2?
Nothing new that I can talk about right now, unfortunately.

You told us that you recently completed *Summoner*. Are there any other PS2 titles that've caught your eye?
I've played some *SSX* and *Sky Odyssey* and enjoyed both of them. I haven't had a chance to play anything else since as I've been quite busy for the past couple of months.

You're a doctor with a background in medical software. Ever thought about recombining the two disciplines again and creating an ER platformer, or perhaps a title based upon Jack Klugman's hoary old Medical Examiner in TV's Quincy M.E.?
I like the Quincy idea – my favourite part of the show was watching him drive around, looking for villainy, while poor Sam was left in the morgue, doing all the work. I was always amazed how Quincy screeched his tyres around every corner ... including on gravel. **PSM2**

BAD DOG: Going up against Evil Max requires nerves of Kevlar.

OH, SIT DOWN: Even the furniture's out to get you in the Doc's bizarre section.

FEED ME, SEYMOUR: The Doc uses a leaf blower to push enemies to his pet plant.

DON'T MISS THIS!

MORE! MORE! MORE!

Resident Evil **Devil May Cry** **Onimusha**

Your ultimate guide to this summer's panic action overload. Find out which is best.

PLUS! THE BIGGEST PS2 GAMES:

FINAL FANTASY 10

The most anticipated RPG yet is about to be unveiled to the world. We'll bring you the full details direct from Japan.

METAL GEAR SOLID 2

You've seen the challenges PSM2's set down – tune in next issue for more advice to help you bag our amazing prize!

FULL, DETAILED REVIEWS OF:

Crazy Taxi (PAL)
MTV Music Generator 2 (PAL)
NBA Street (PAL)
EA Sports Rugby (PAL)
Gauntlet: Dark Legacy (PAL)
Fur Fighters (PAL)
Ring of Red (PAL)
Jungle Book (PAL)
Klonoa 2 (NTSC)

HOT NEW GAMES!

PSM2's pick of the secret new PlayStation 2 games which'll be revealed at this year's E3 show in LA...

PLUS ALL THIS:

- Every new PlayStation 2 game
- Colossal previews and the most accurate, passionate reviews around
- Best new DVD movies and PSone discs
- Unrivalled PS2 coverage from around the globe

Due to game slippage, magazine contents are subject to change

ALL IN THE NEXT ISSUE!

PSM2 #10 ON SALE TUESDAY 22 MAY

CRATE ESCAPE

Forget Pok*mon. There's a new card craze hitting the playgrounds of Japan! At least, there will be if the little spuds read PSM2... BY: Rufus McGrew

This is the moment you've been waiting for – the sounding of the death knell for Pikashoe, Squittle and all their clinging eggy mates. And PSM2's ringing the bell. Yes, sling that Pok*ball and take off that tatty cap you sham-Ash – it's time to grow up and take on a much tougher, man-sized challenge. More man-sized, even, than the stump creature arm-plunge test that killed off Peter Duncan in Flash Gordon – the movie.

It's big, it's clever and it's more addictive than *Quake*. Or Pringles. It's Crate Escape, the card game that's sweeping the videogame development community! So strong is its pull that games have been slipping their release dates all over the place, as smartly-bearded coders, cracked out of their skulls on an unholy mix of Fanta and Smints, abandon daily mip-mapping duties for the glossy lure of Crate Escape. Think *GT3*'s been delayed because of the need to include 'extra features'? Think again. We've even heard a rumour that, to wind down after a hard day's pondering over the swing of Snake's mullet, Hideo Kojima loosens his collar with a crafty game. Don't be surprised if *Metal Gear Solid 2* gets delayed. Just blame it on the crates.

So what's it all about then? How in the crazy hell did it get so frikkin popular, in an underground-cult kinda way? The answer's in the name. Developers love crates. Just look at the meaningful games of our time and the crates that have jazzed them up. Would *MGS2 truly* be the same without those texture-mapped beauties? *Half-Life*? Strip out all the crates and it's half-naked. And where would that marsupifool (d'you see what we've done there?), Crash Bandicoot, be without a box to trash? He'd be dead. Because there would be no meaning in his ginger life.

BIT OF ROUGH

Which is where Crate Escape comes in. PSM2's currently working on a new range of Trumps-style cards using only the finest examples of wooden packaging. Which is why you'll continue to see bigger, better crates with more textures and beefier power-ups hidden away inside, make it into new PlayStation 2 games. Developers are desperate to see *their* rough-wooded transit containers make it into *our* game.

So you see, PSM2's like a hungry lioness crawling through the sun-crisped gaming grass. We're keeping the videogame crate gene pool healthy by killing off those jaggie bits of scenery which don't belong on PS2. And it's all thanks to our laminated, pocket-sized packs of fun. Remember, when your mates are trying to trade *Unreal*'s boxes for *Oni*'s chests, or knifing each other for the fabled cartons from *The Getaway*, yeah, just remember where you read about it first... **PSM2**

*Hey – why don't you create your own Trumps-style game featuring examples of clichéd videogame ideas, and then try to market the thing to a company that won't cough up the cash until you mention "Pok*mon" and "It's a bit like, y'know..." in the same sentence? Go on, it's fun!*

CRATE #45

EXTERMINATION

Size	Small car. Perhaps a Met
Textures	Woo
Number	
Graffiti	
Frequency	All over the fu
Mountable	
Breakable	
Special Features	Contain power-up

CRATE #93

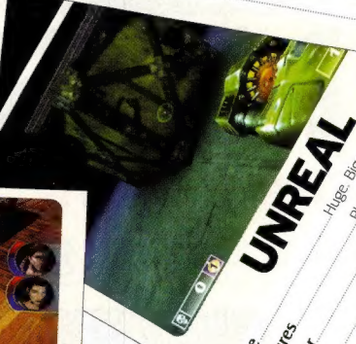
GUN GRIFFON

Size	
Textures	German Shepherd-ish
Number	Look – icons!
Graffiti	No
Frequency	No
Mountable	All the flippin' time
Breakable	No
Special Features	Yes
	Contain power-ups

CRATE #0

MGS2

Size	
Textures	Danny DeVito with his feet miss
Number	
Graffiti	
Frequency	
Mountable	
Breakable	Fair
Special Features	Yes
	No
	No



UNREAL

Size	Huge. Bigger than a small
Textures	Plasti-steel and pl
Number	
Graffiti	
Frequency	
Mountable	
Breakable	
Special Features	

CRATE #77

TIMESPLITTERS

Size	
Textures	Sigourney Weaver's waist
Number	
Graffiti	Wood
Frequency	
Mountable	
Breakable	
Special Features	

CRATE #12

SUMMONER

Size	
Textures	
Number	
Graffiti	
Frequency	

CRATE #106

WINBACK

Size	
Textures	Russell Crowe's shoulder
Number	
Graffiti	Wood
Frequency	No
Mountable	
Breakable	As far as the eye can
Special Features	No
	Two type

CRATE #03

X-SQUAD

Size	A pensioner crouched beside a dying fire
Textures	Woode
Number	
Graffiti	Reas
Frequency	Yes – b
Mountable	
Breakable	Non
Special Features	

>c12
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